1 - Punisher

TM & © 1991 Marvel

2 - Survivalist

TM & © 1991 Marvel

3 - Hang On!

TM & © 1991 Marvel

4 - Camo

TM & © 1991 Marvel

5 - Biker

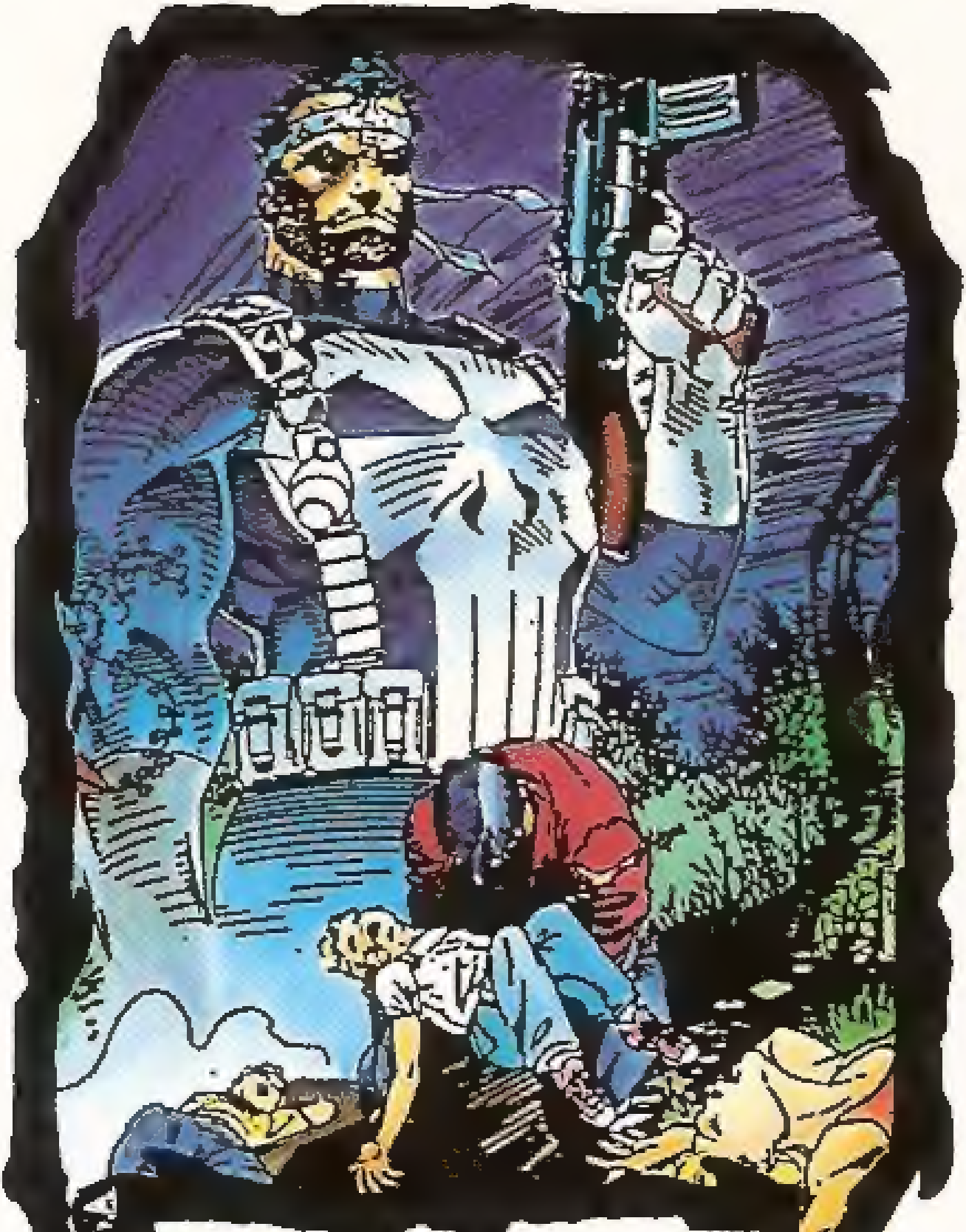
TM & © 1991 Marvel

6 - The Blade

TM & © 1991 Marvel

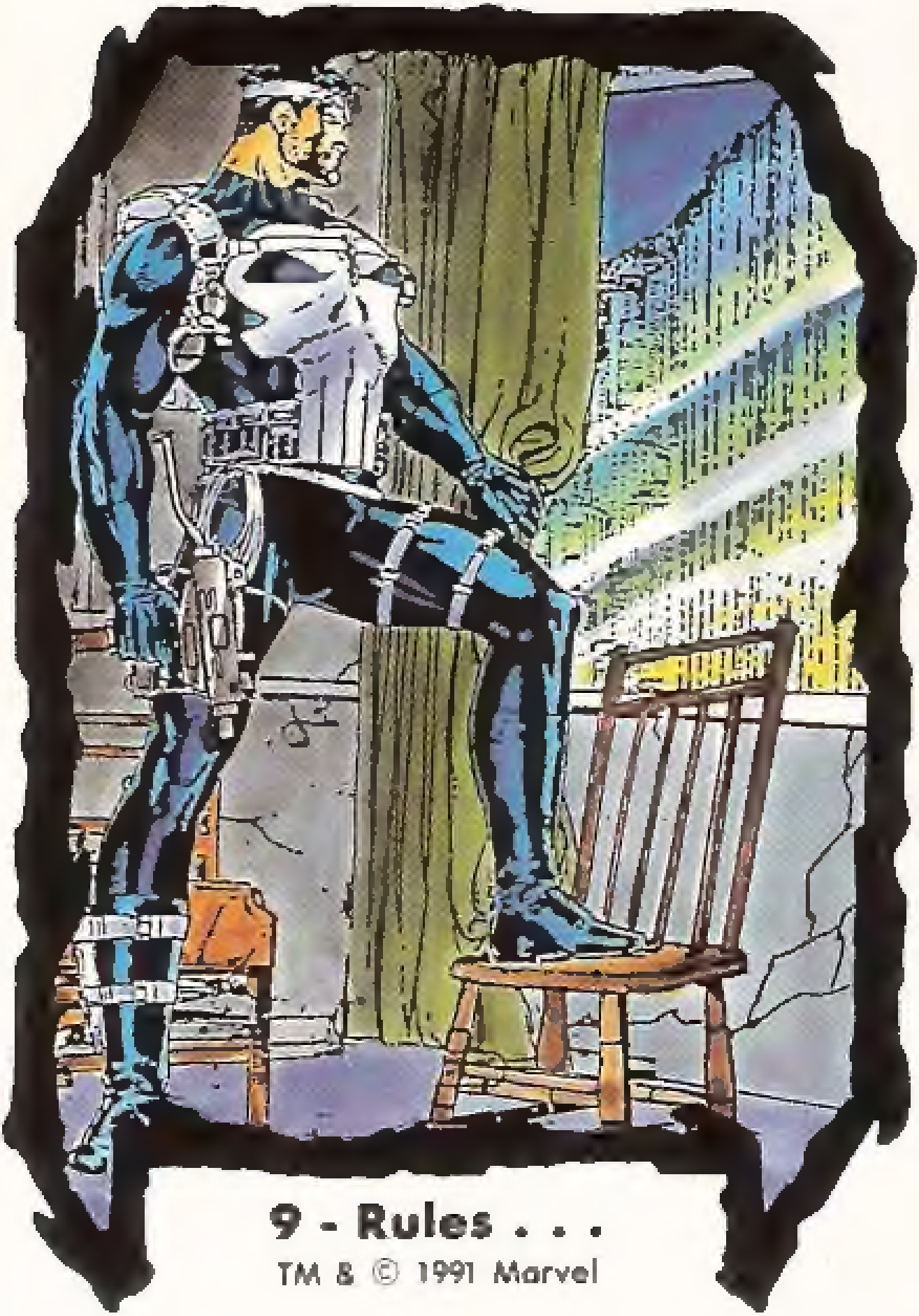
7 - Armory II

TM & © 1991 Marvel



8 - The Past

TM & © 1991 Marvel



9 - Rules . . .

TM & © 1991 Marvel

10 - Microchip

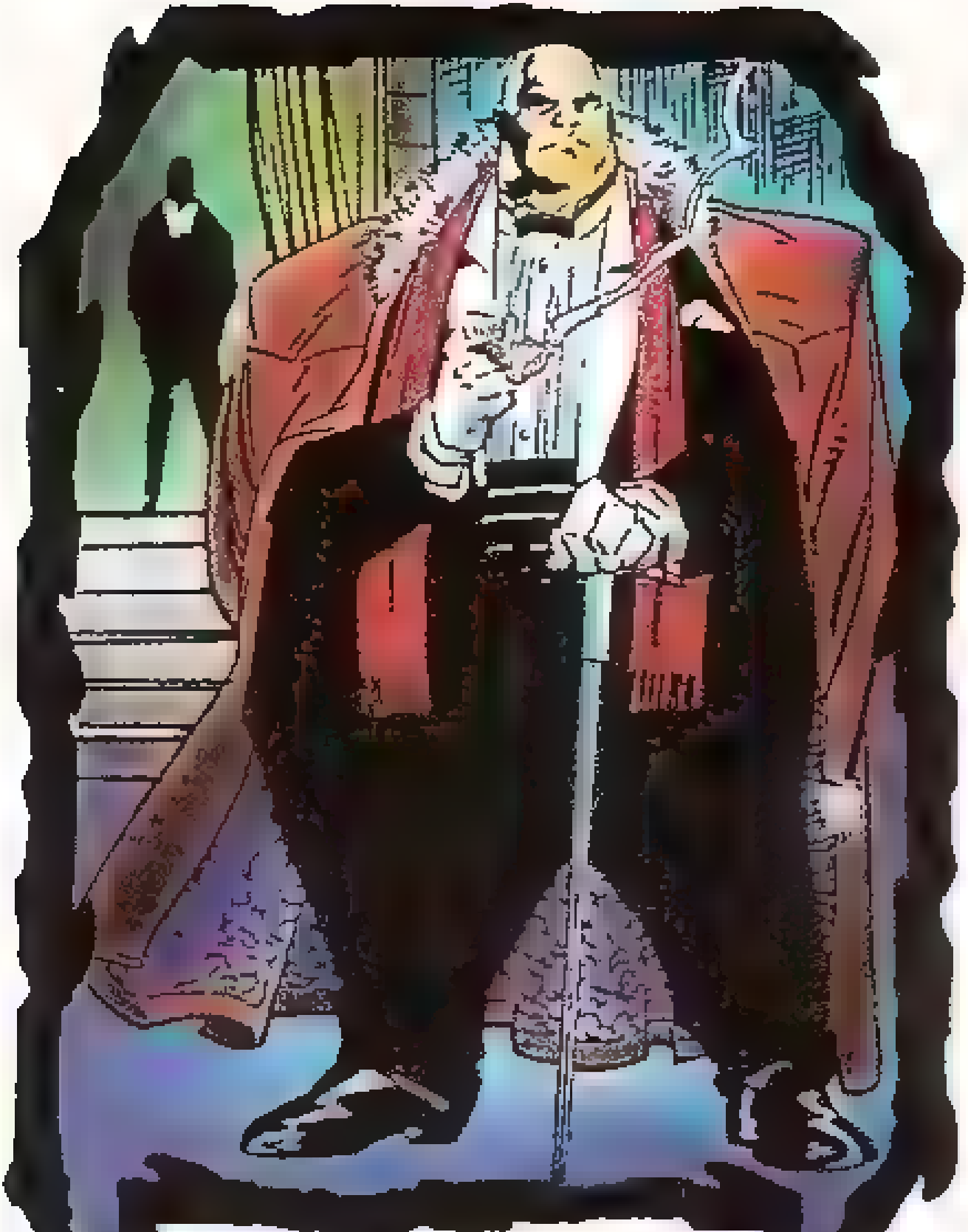
TM & © 1991 Marvel

11 - Dr. Doom

TM & © 1991 Marvel

12 - Moonknight

TM & © 1991 Marvel



13 - Kingpin

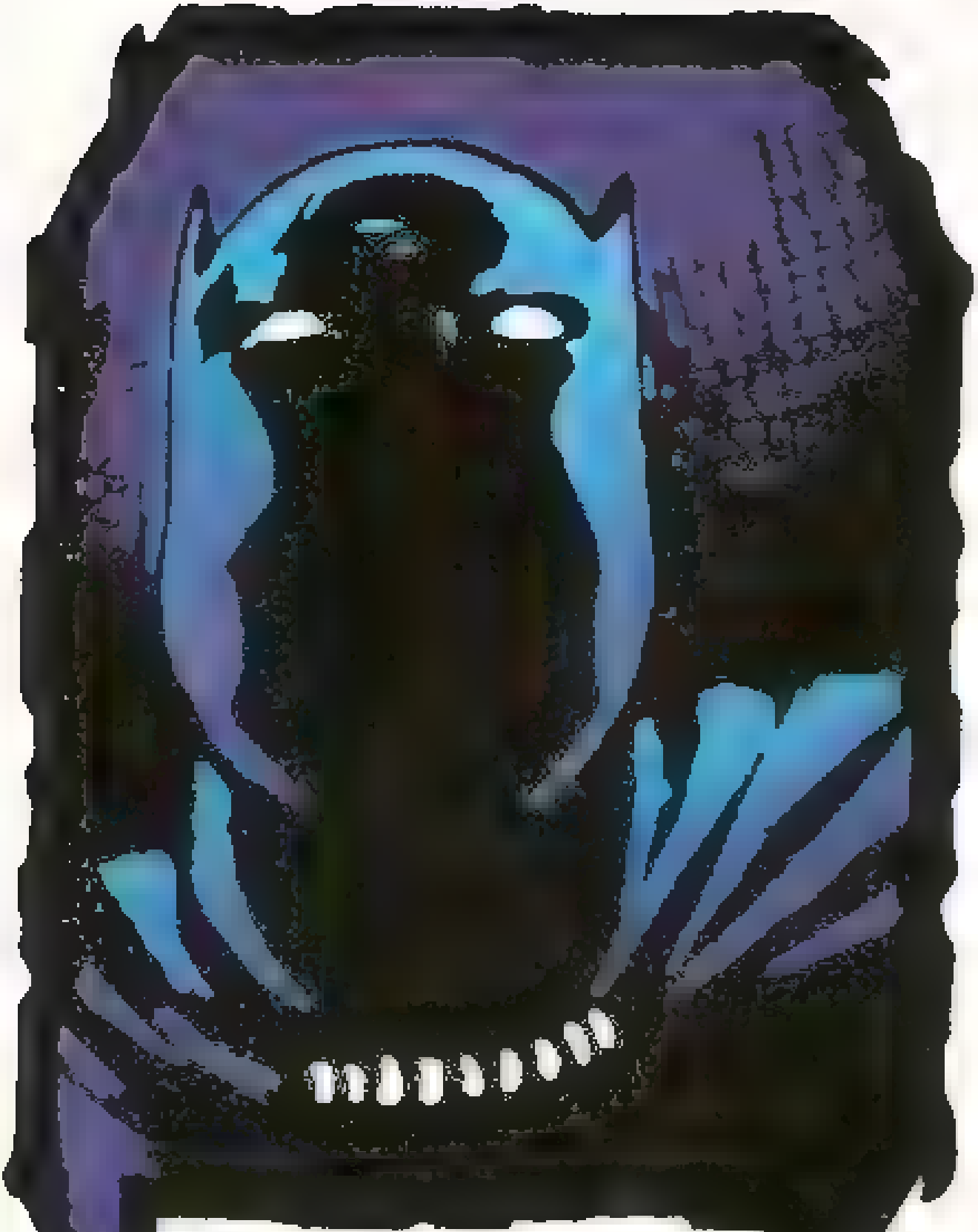
TM & © 1991 Marvel

14 - Hercules

TM & © 1991 Marvel

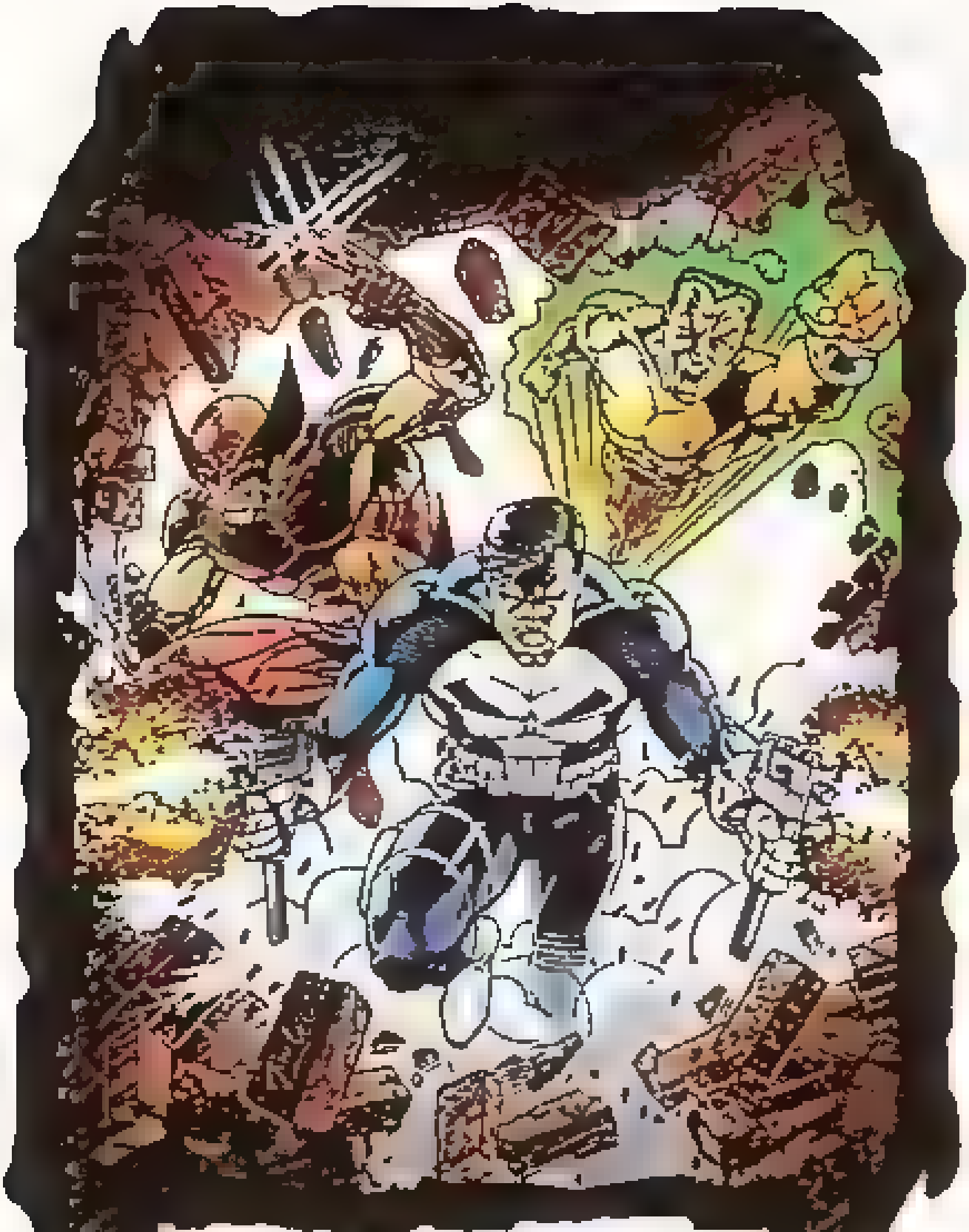
15 - Bushwacker

TM & © 1991 Marvel



16 - Black Panther

TM & © 1991 Marvel



17 - Heroes

TM & © 1991 Marvel

18 - Magik

TM & © 1991 Marvel

19 - Nightcat

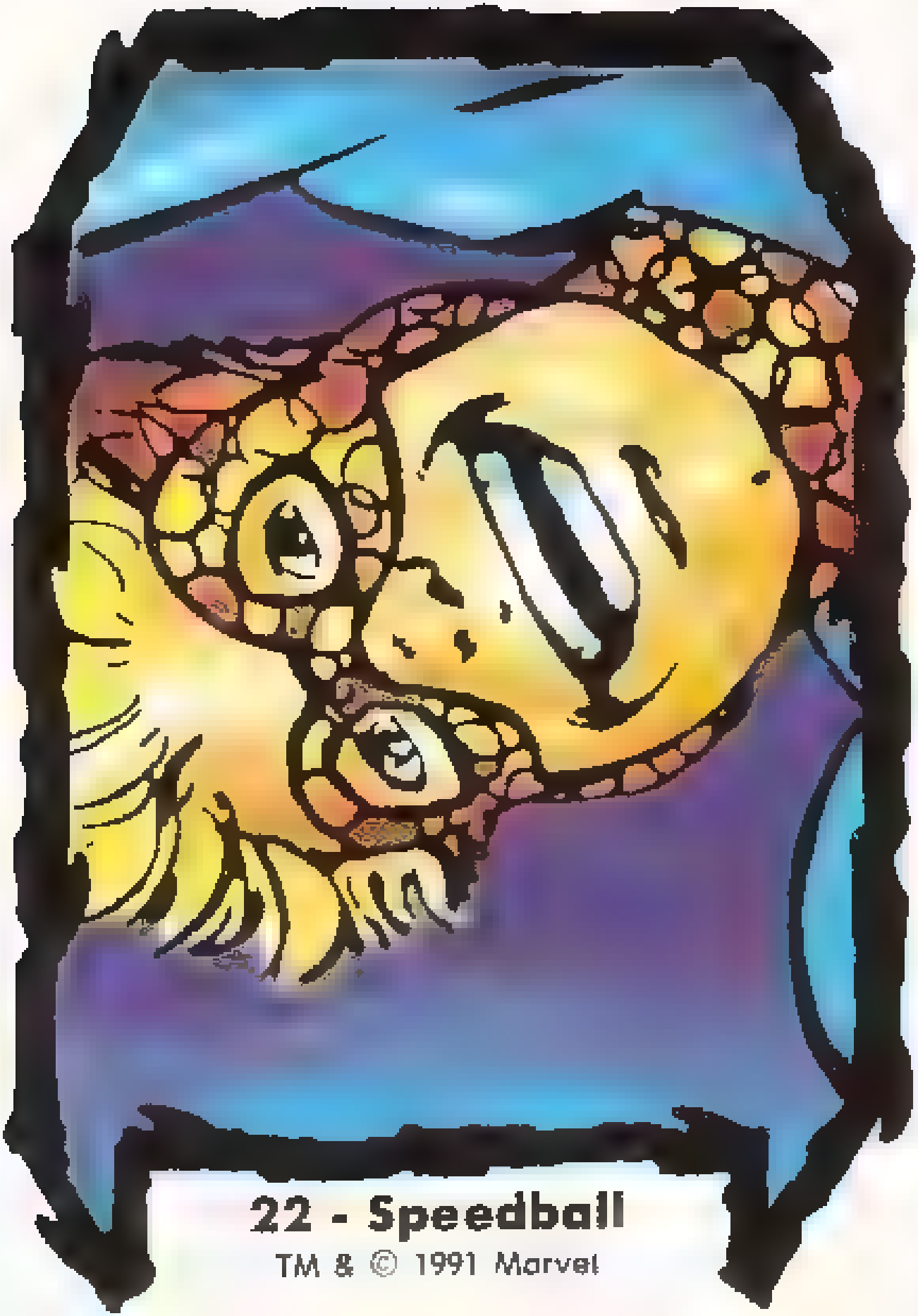
TM & © 1991 Marvel

20 - Brother Voodoo

TM & © 1991 Marvel

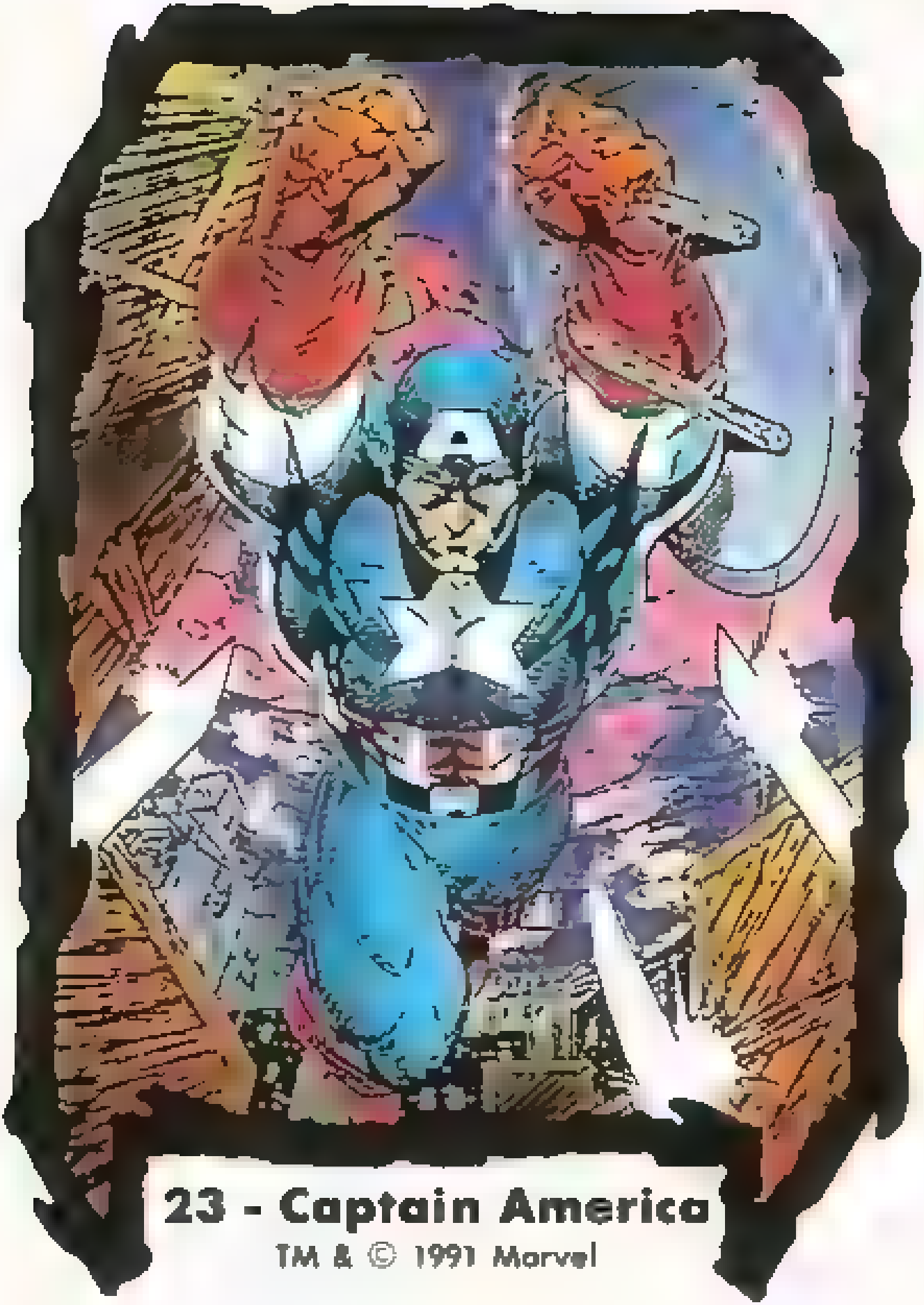
21 - Black Widow

TM & © 1991 Marvel



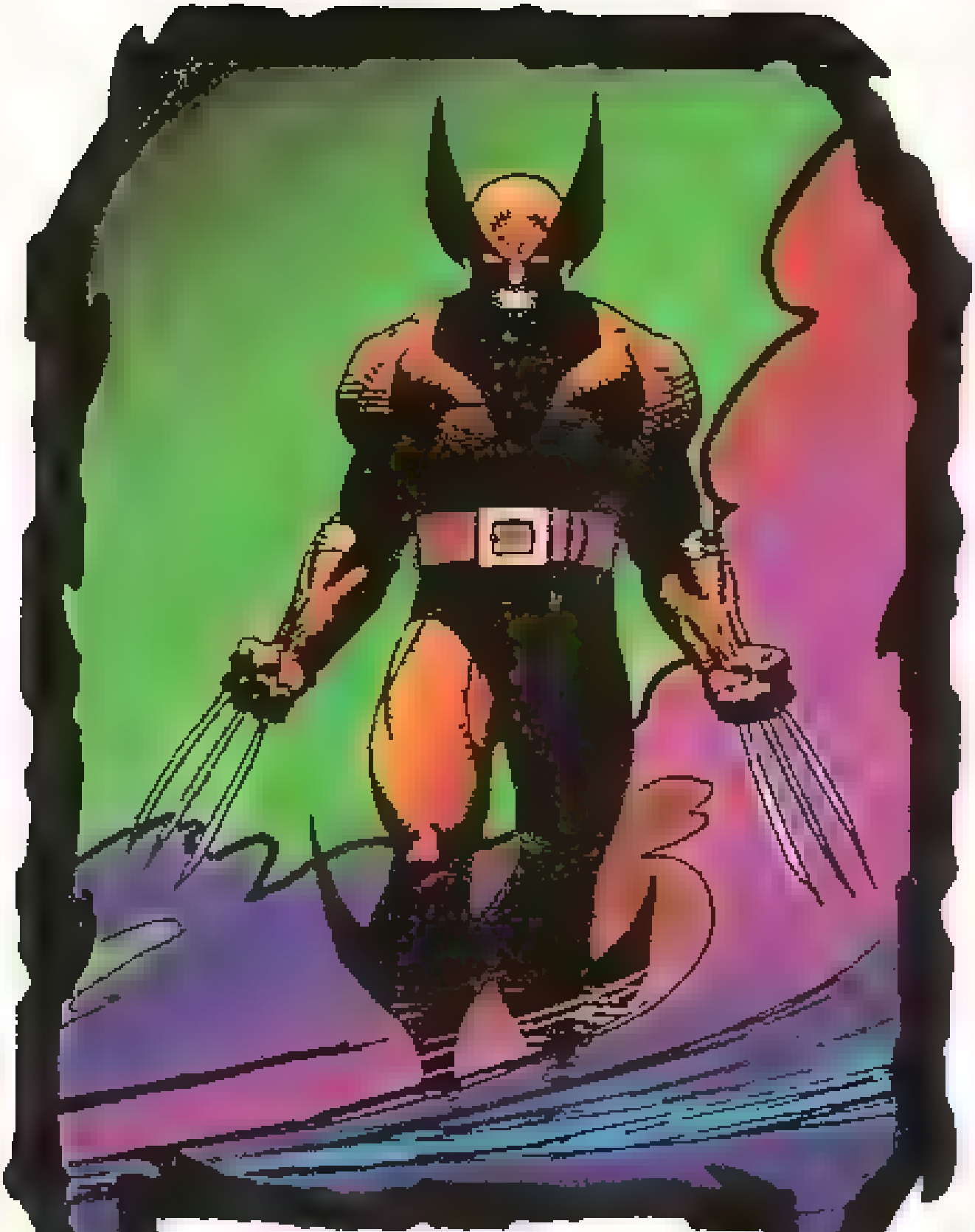
22 - Speedball

TM & © 1991 Marvel



23 - Captain America

TM & © 1991 Marvel



24 - Wolverine

TM & © 1991 Marvel

25 - Struggle

TM & © 1991 Marvel

26 - Rage

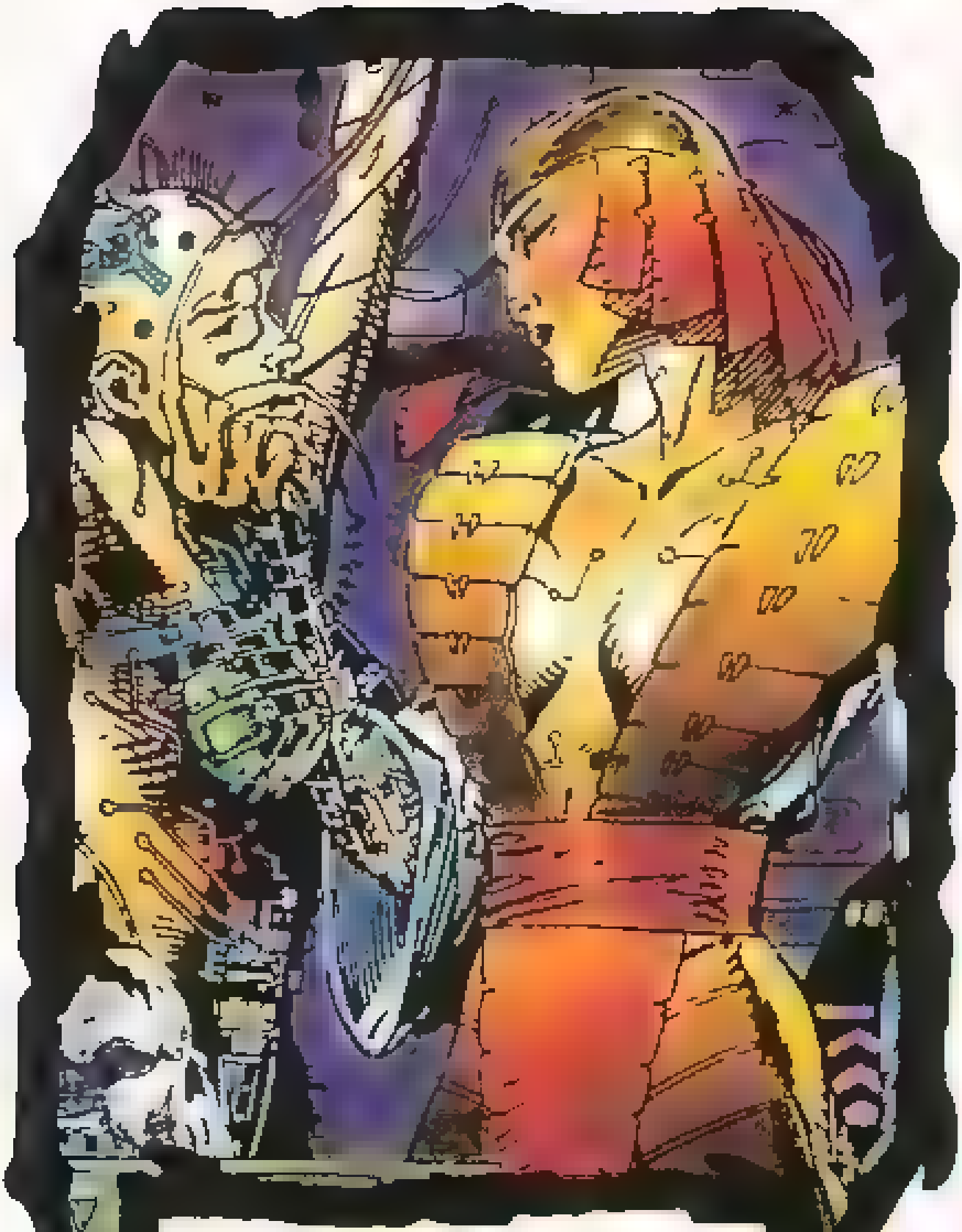
TM & © 1991 Marvel

27 - I'm Ready

TM & 1991 Marvel

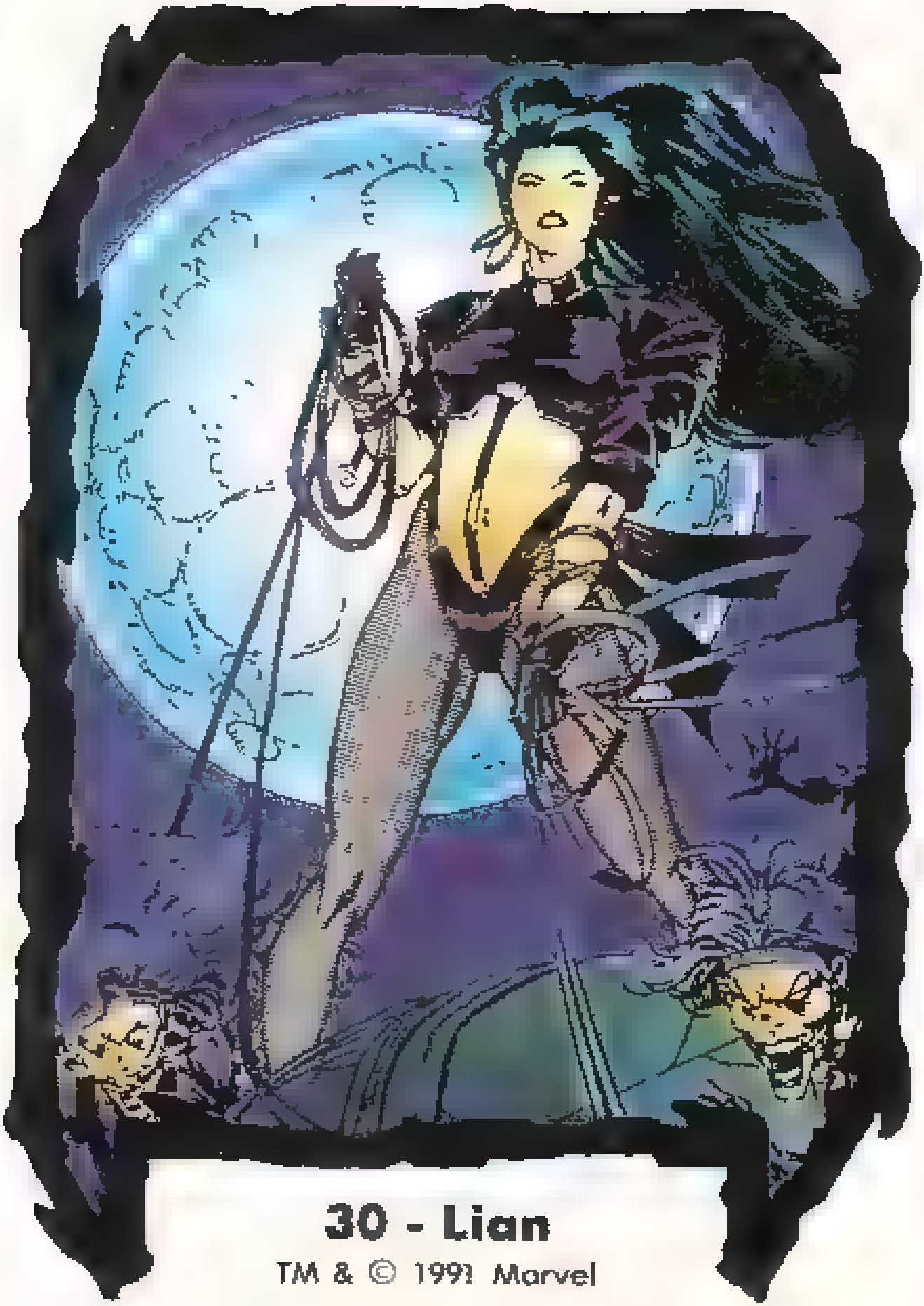
28 - Three of Us

TM & © 1991 Marvel



29 - Deathstrike

TM & © 1991 Marvel

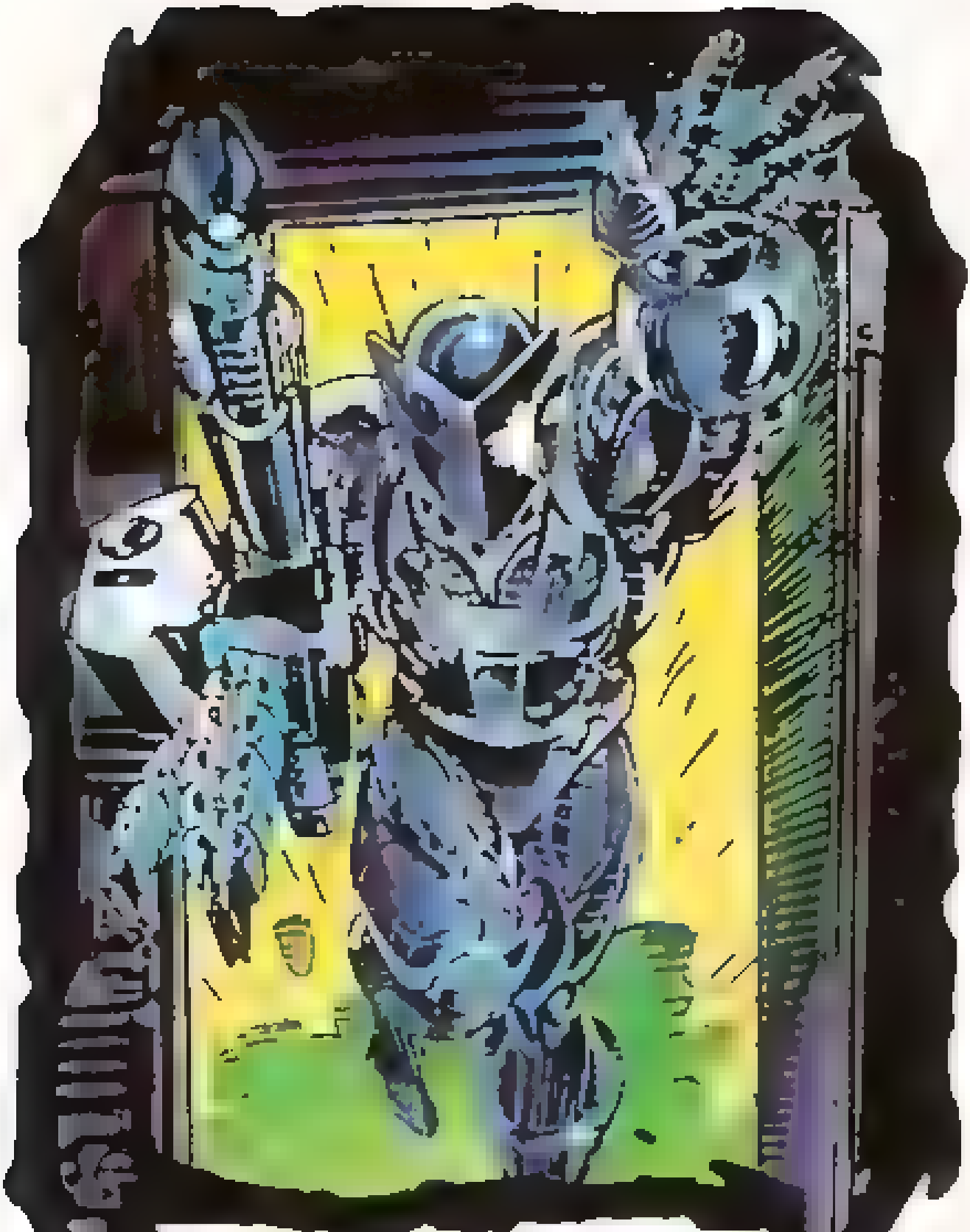


30 - Lian

TM & © 1991 Marvel

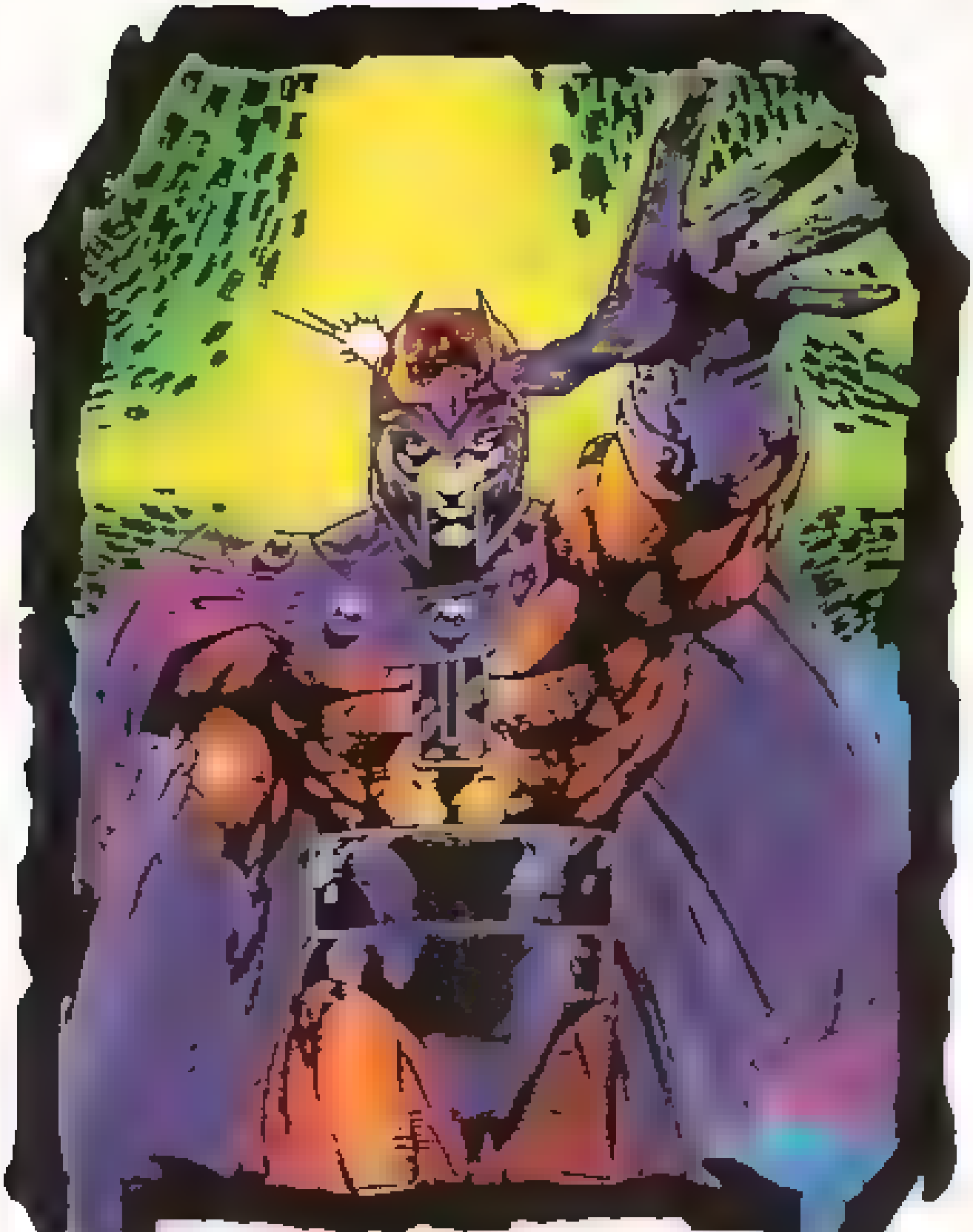
31 - Hounds

TM & © 1991 Marvel



32 - Orphan Maker

TM & © 1991 Marvel



33 - Magneto

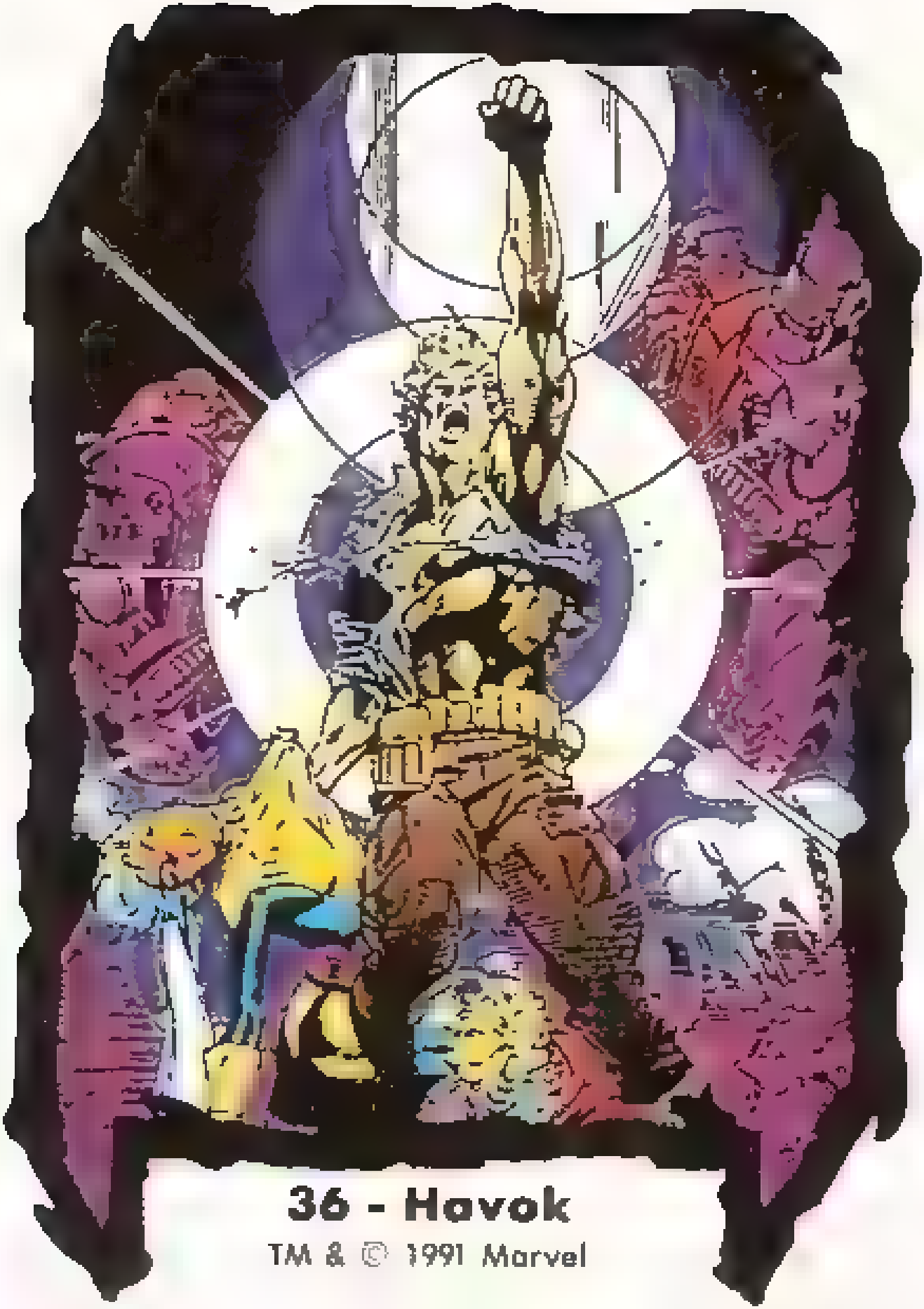
TM & © 1991 Marvel

34 - Four of Us

TM & © 1991 Marvel

35 - Beast

TM & © 1991 Marvel

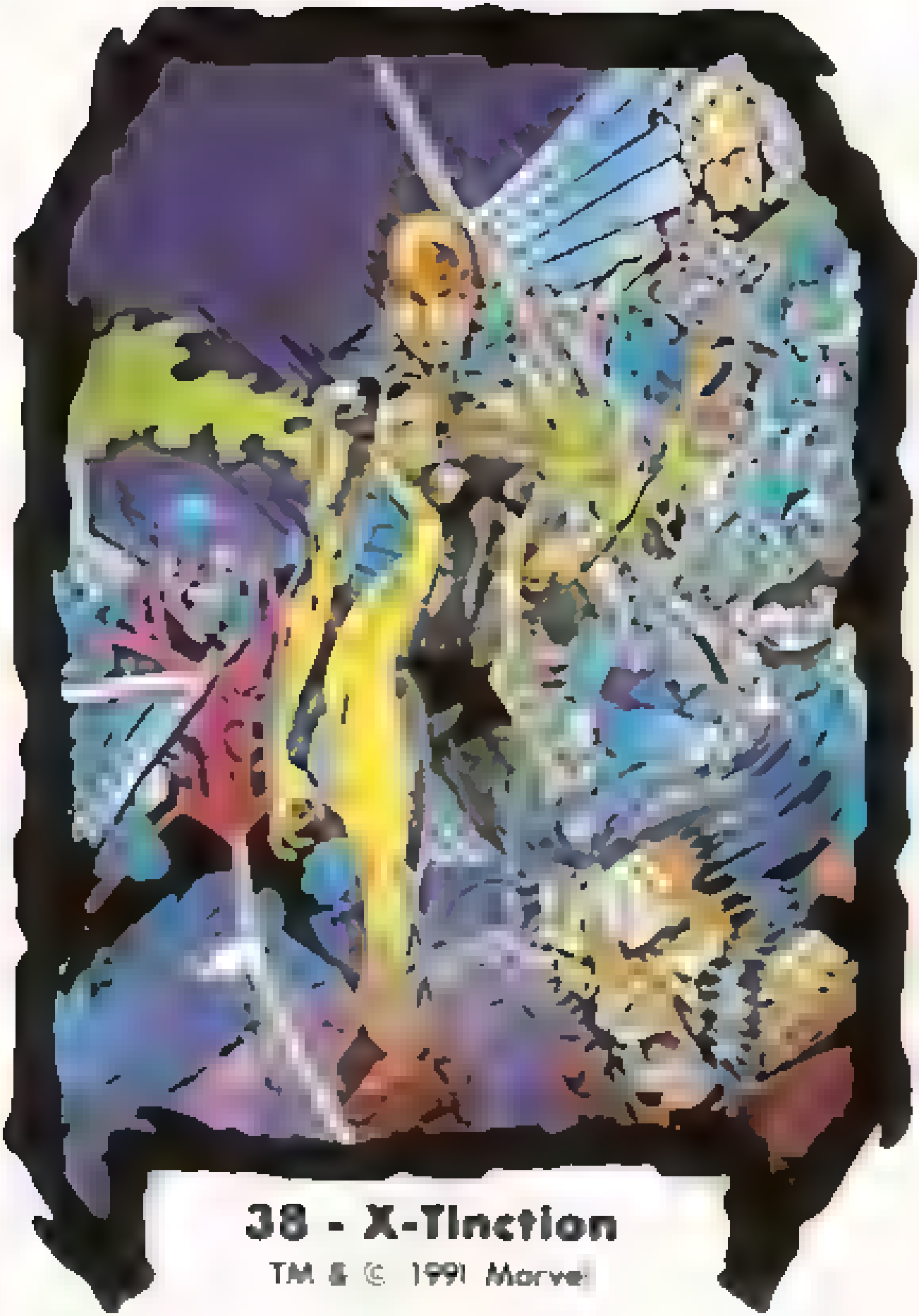


36 - Havok

TM & © 1991 Marvel

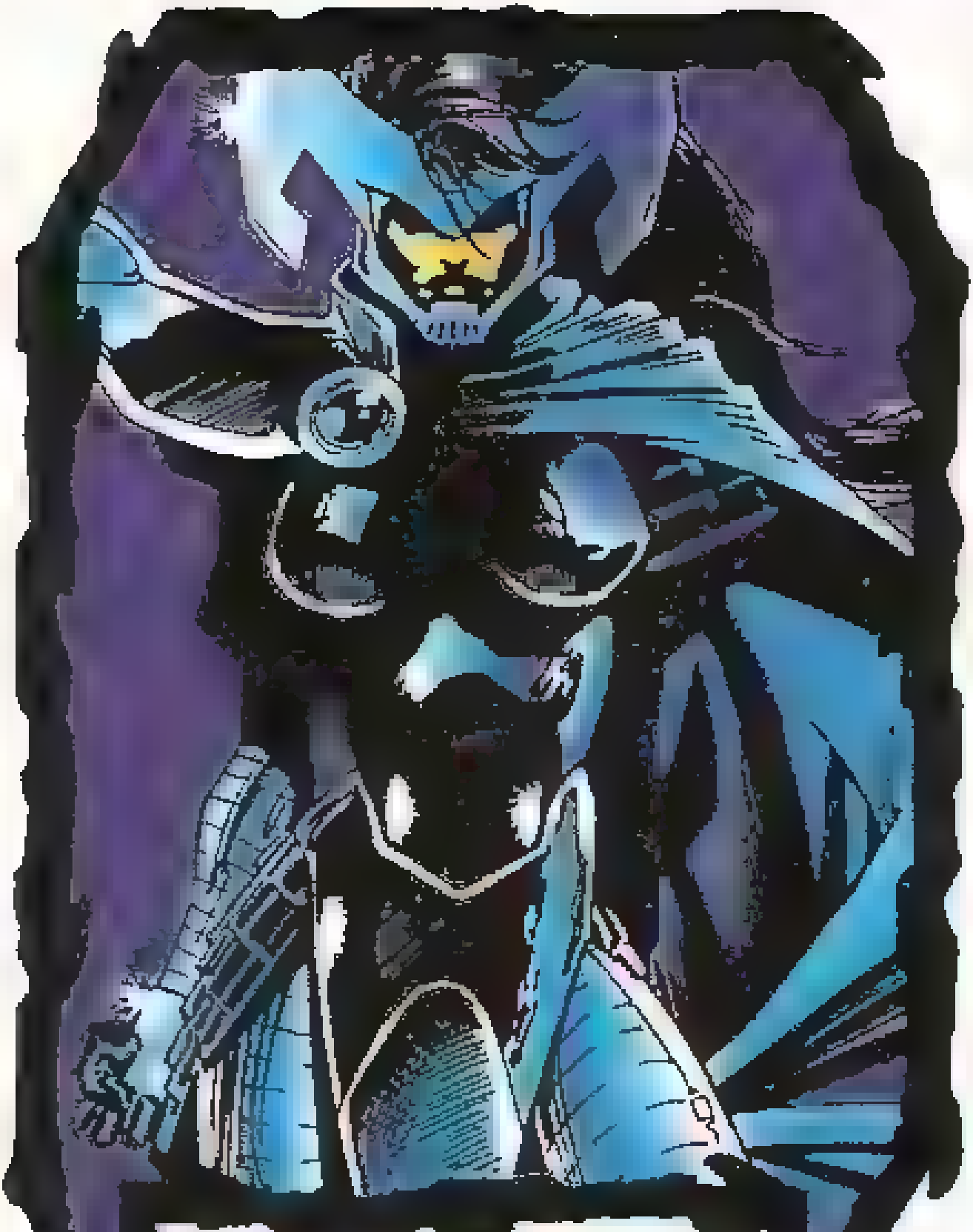
37 - Hodge

TM & © 1991 Marvel



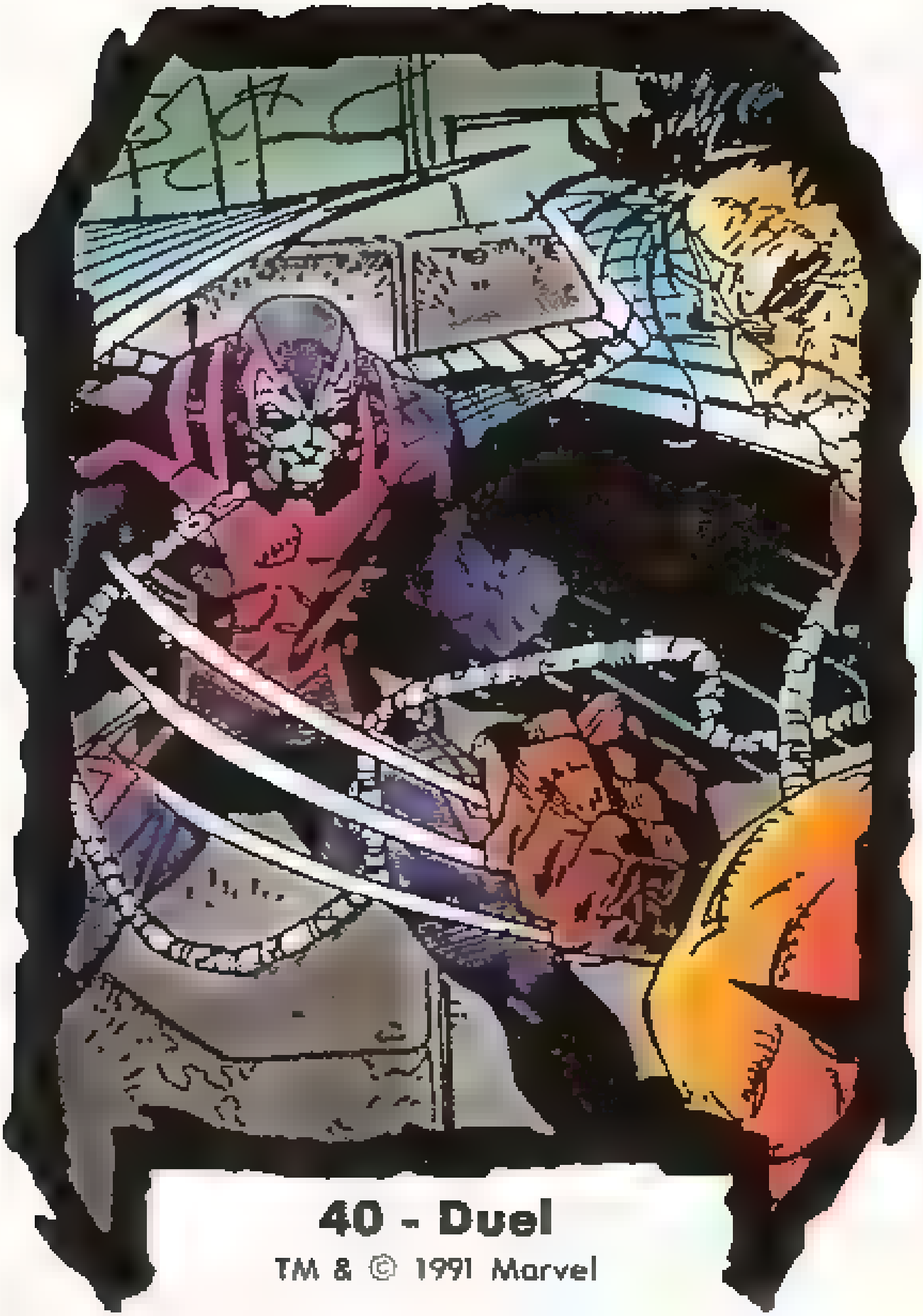
38 - X-Tinction

TM & © 1991 Marvel



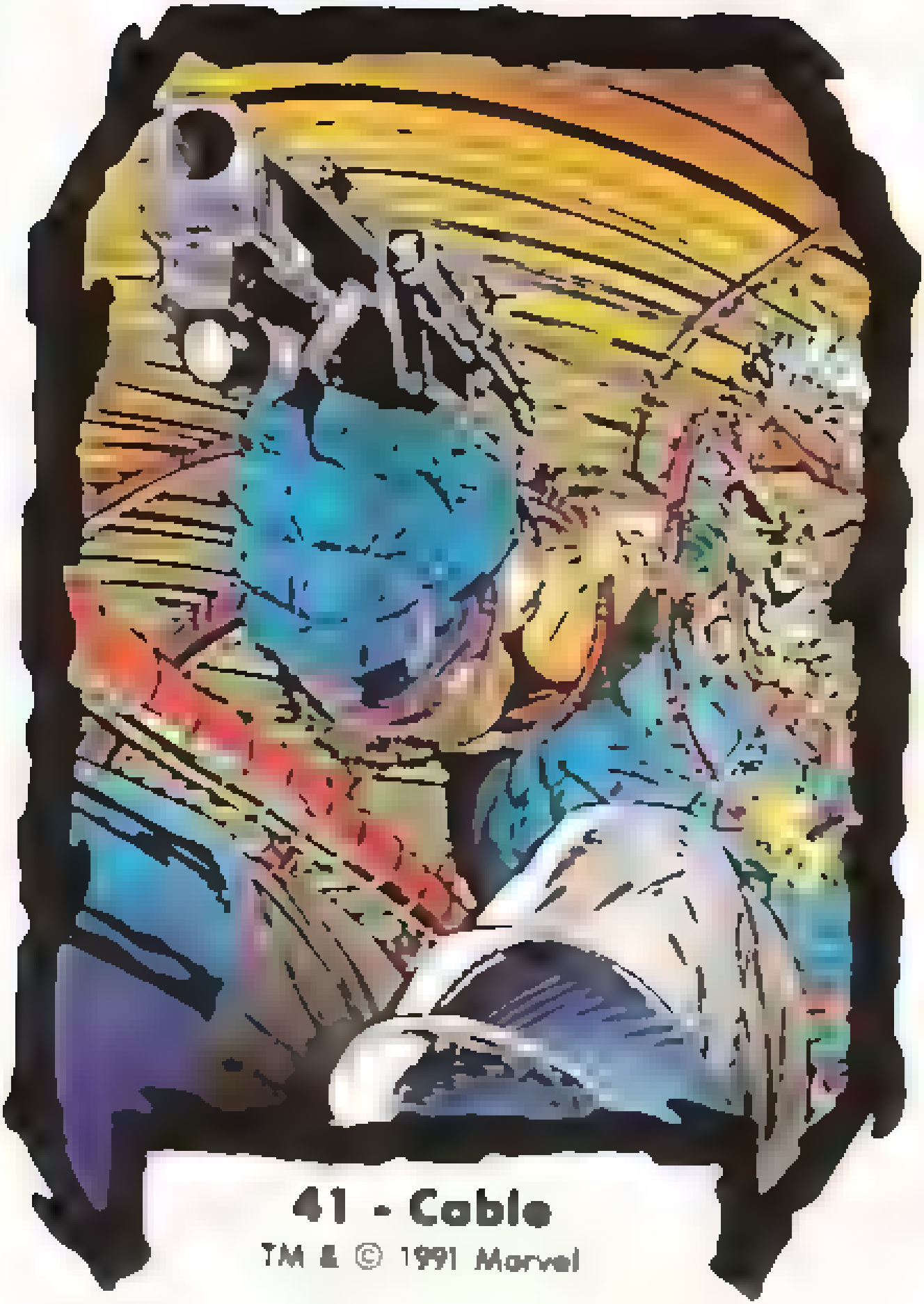
39 - Psylocke

TM & © 1991 Marvel



40 - Duel

TM & © 1991 Marvel



41 - Cable

TM & © 1991 Marvel

42 - Savage Land

TM & © 1991 Marvel

43 - Storm

TM & © 1991 Marvel

44 - Glory Days

TM & © 1991 Marvel

JIM LEE II
TRADING CARD SET

1 Punisher
2 Survivalist
3 Hang On!
4 Camo
5 Biker
6 The Blade
7 Armory II
8 The Past
9 Rules
10 Microchip
11 Dr. Doom
12 Moonknight
13 Kingpin
14 Hercules
15 Bushwacker
16 Black Panther
17 Heroes
18 Magik
19 Nightcat
20 Brother Voodoo
21 Black Widow
22 Speedball
23 Captain America
24 Wolverine
25 Struggle
26 Rage
27 I'm Ready
28 Three of Us
29 Deathstrike
30 Lian
31 Hounds
32 Orphan Maker
33 Magneto
34 Four of Us
35 Beast
36 Havok
37 Hodge
38 X Tinction
39 Psylocke
40 Due
41 Cable
42 Savage Land
43 Storm
44 Glory Days
45 Checklist

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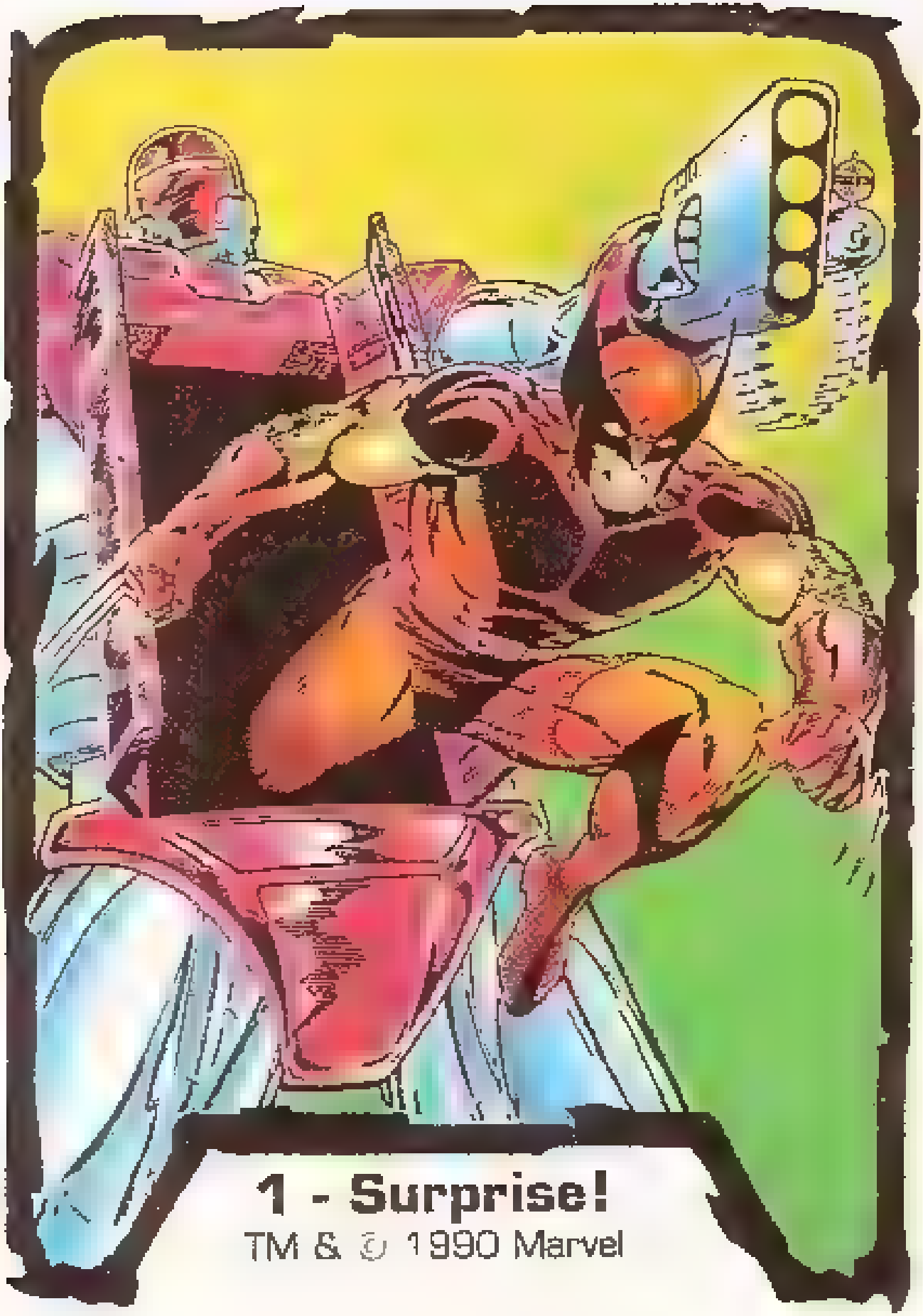
45 - Checklist

TM & © 1991 Marvel

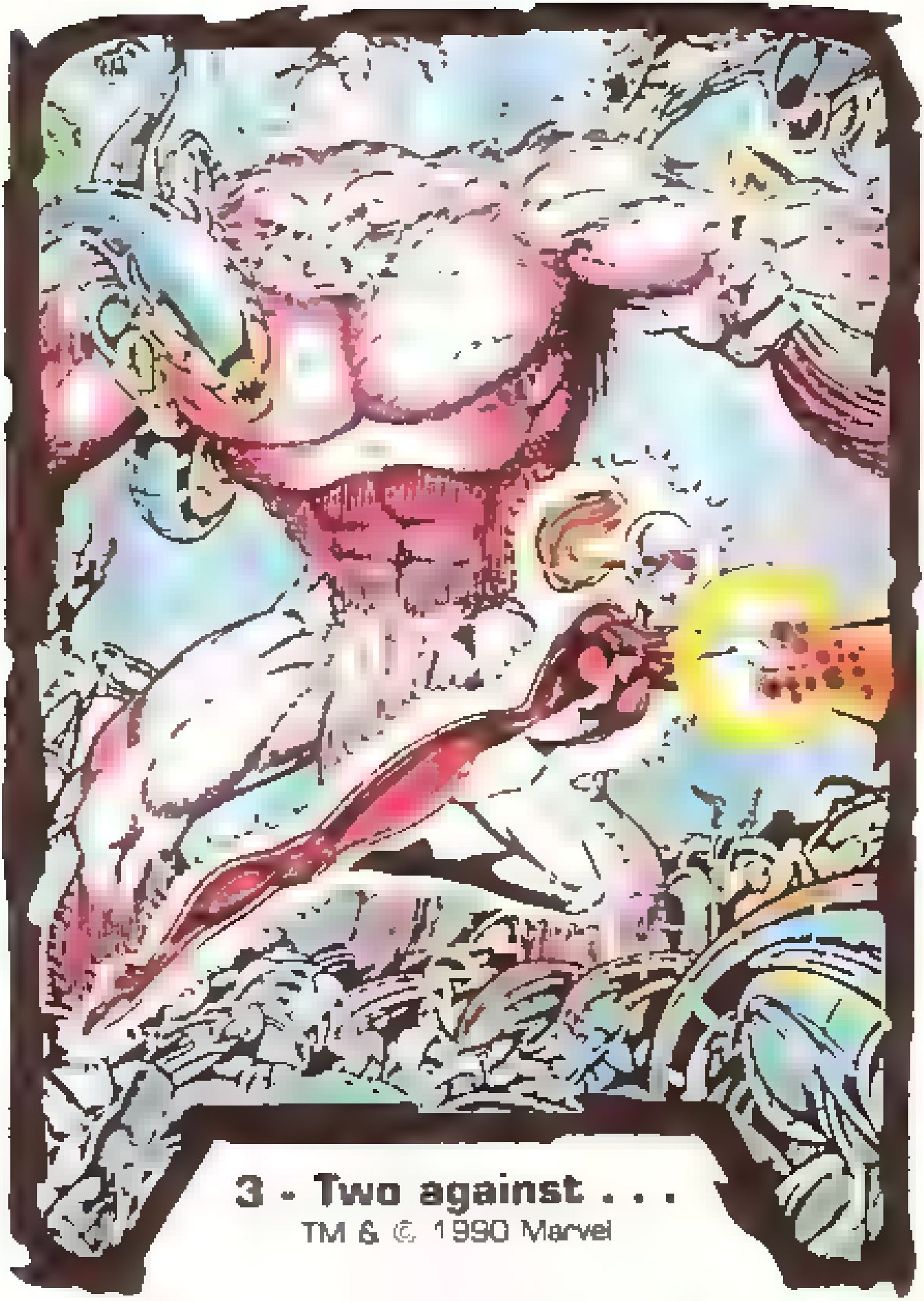


1 - Surprise!

TM & © 1990 Marvel

2 - Beast

TM & © 1990 Marvel



3 - Two against . . .

TM & © 1990 Marvel

4 - Dreamqueen

TM & © 1990 Marve

5 - Puck

TM & © 1990 Marvel

6 - Blast Off!

TM & © 1990 Marvel

7 - Purple Man

TM & © 1990 Marvel

8 - Sub-Mariner

TM & © 1990 Marvel

9 - Double Take!

TM & © 1990 Marvel

10 - To the death!

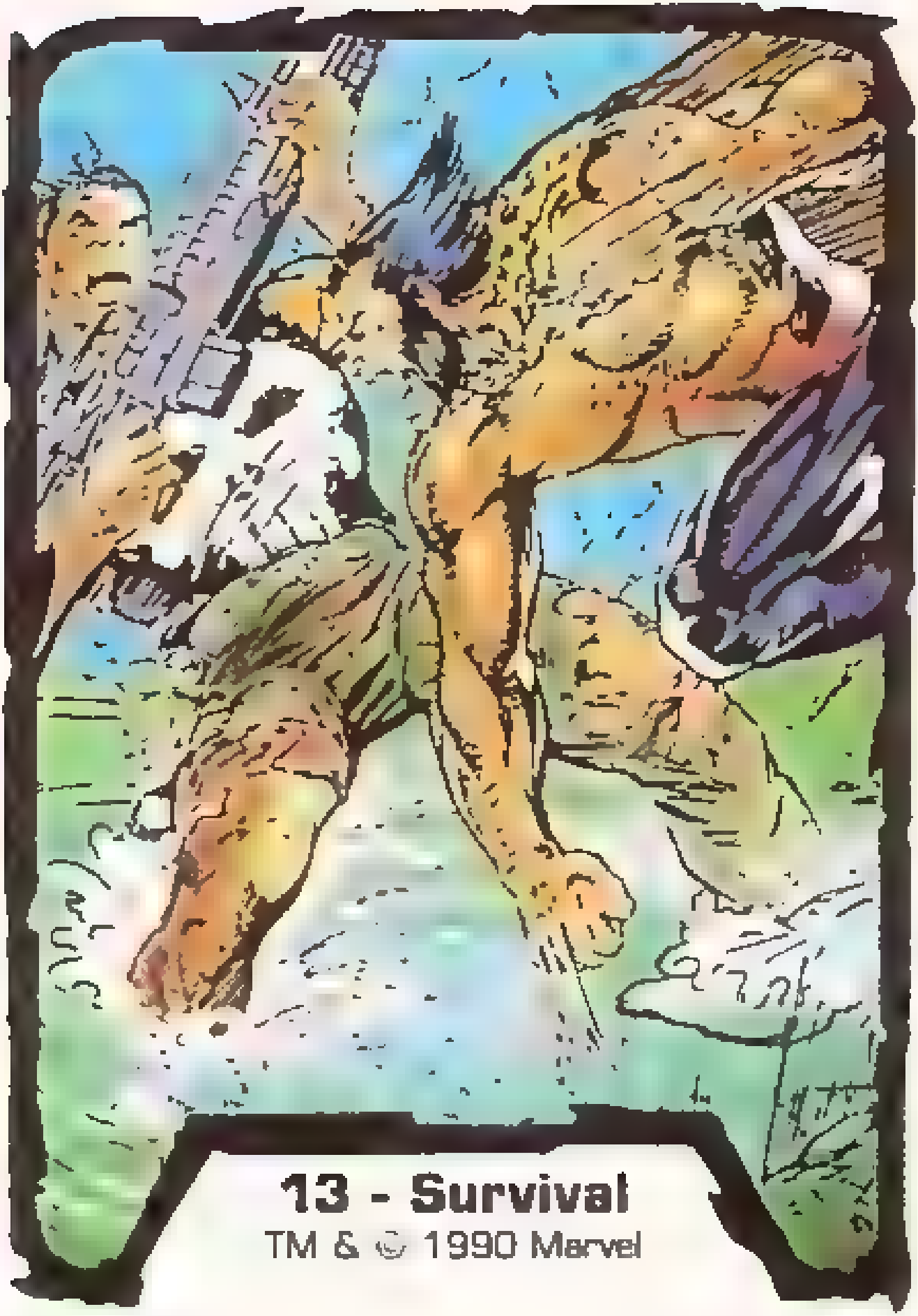
TM & © 1990 Marvel

11 - African Saga

TM & © 1990 Marvel

12 - Gator fight

TM & © 1990 Marvel



13 - Survival

TM & © 1990 Marvel

14 - Shot!

TM & © 1990 Marvel

15 - Black Widow

TM & © 1990 Marvel

16 - Bushwacker

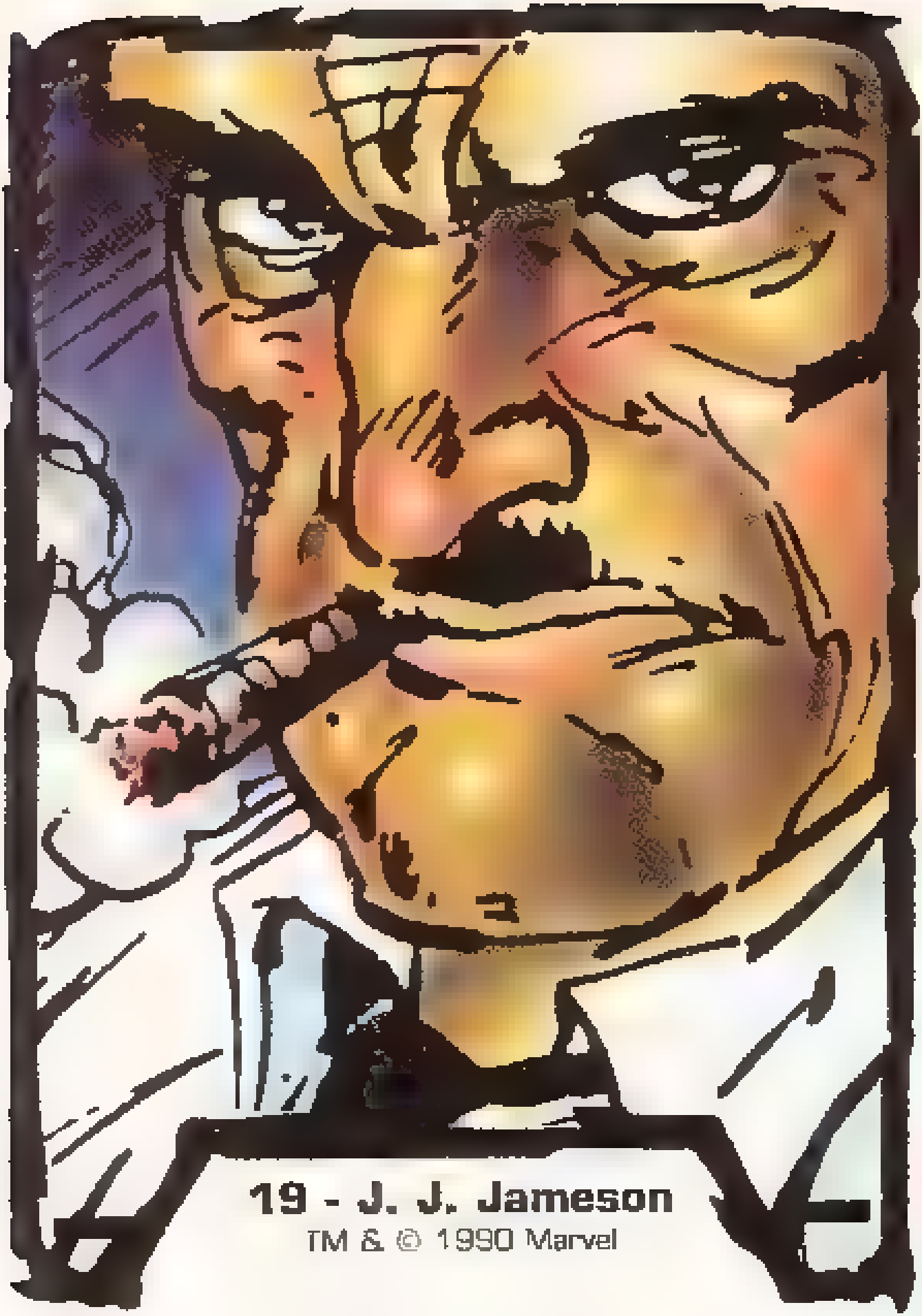
TM & © 1990 Marvel

17 - Stay back!

TM & © 1990 Marvel

18 - Teamwork

TM & 1990 Marvel



19 - J. J. Jameson

TM & © 1990 Marvel

20 - Vacation

TM & © 1990 Marvel

21 - Jet ski

TM & © 1990 Marvel

22 - Aloha!

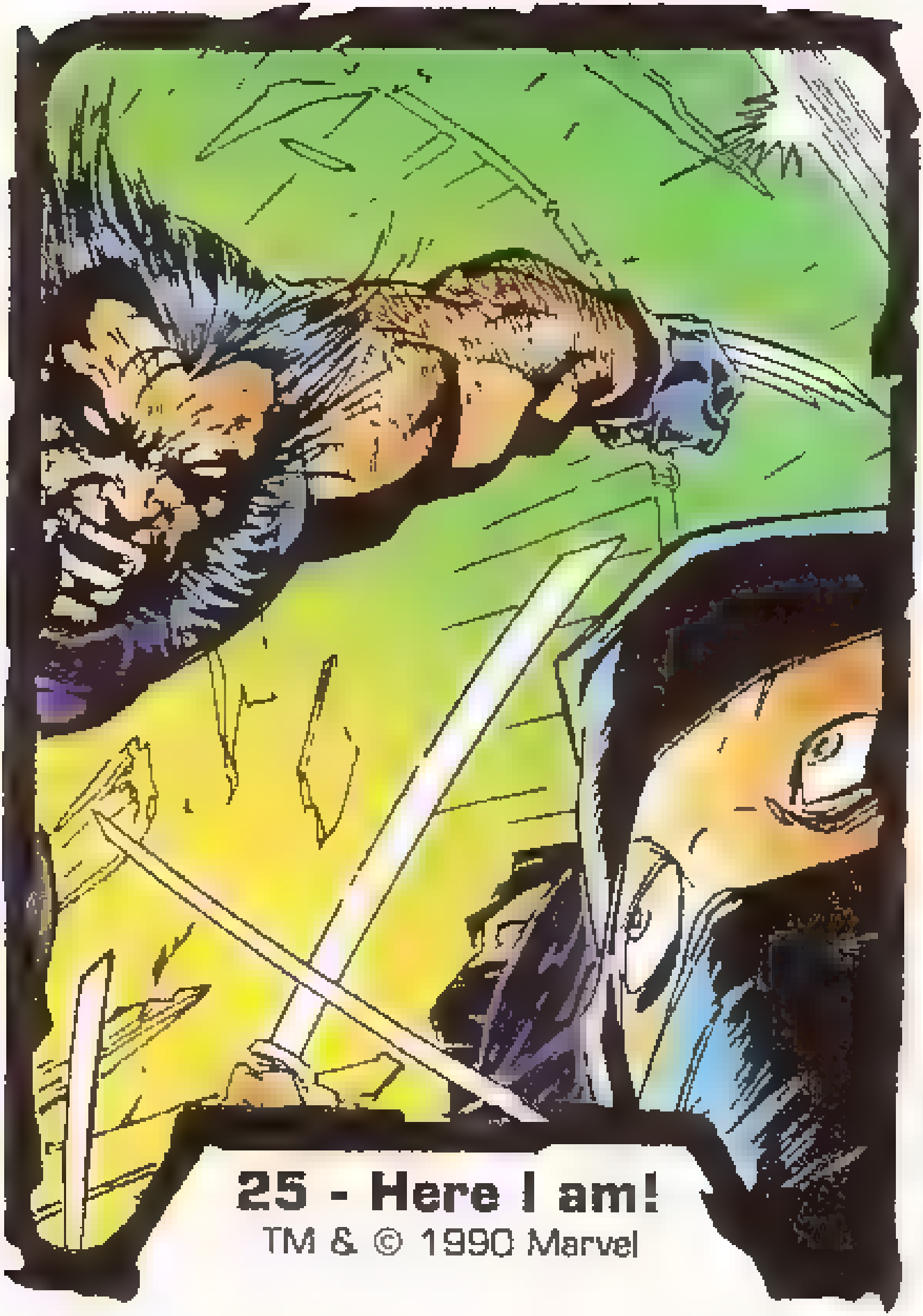
TM & © 1990 Marvel

23 - Armory

TM & © 1990 Marvel

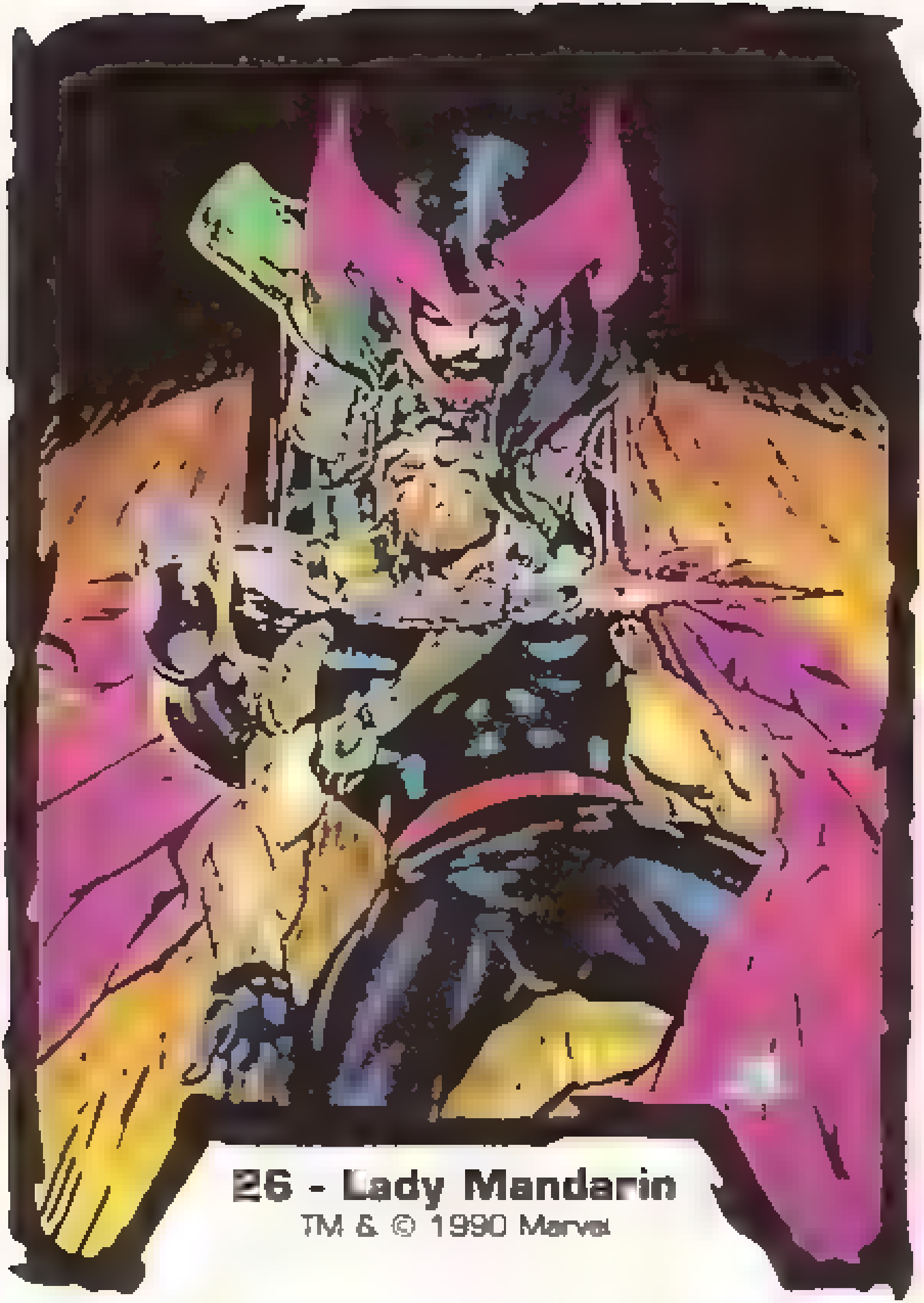
24 - Mandarin

TM & © 1990 Marvel



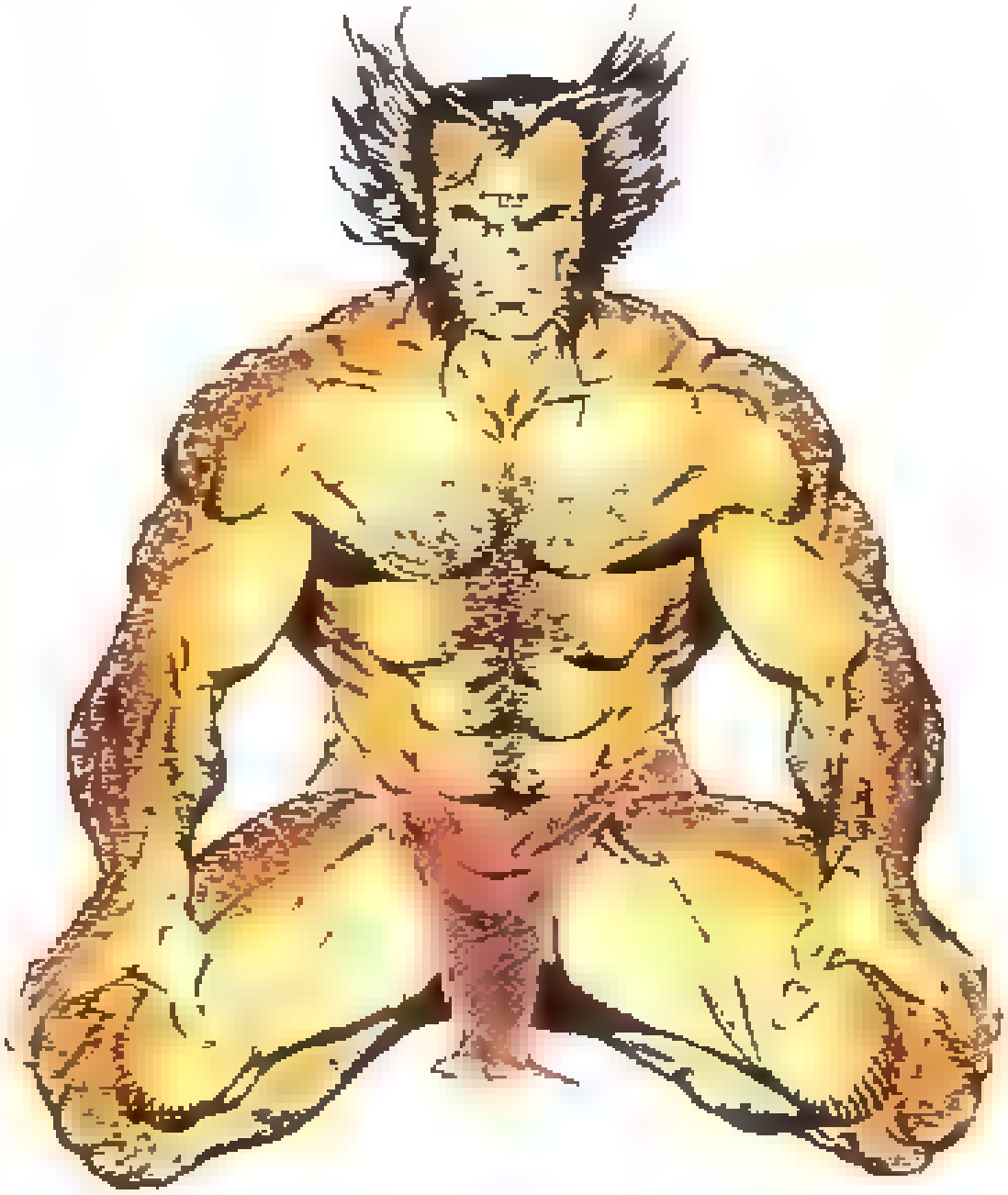
25 - Here I am!

TM & © 1990 Marvel



26 - Lady Mandarin

TM & © 1990 Marvel

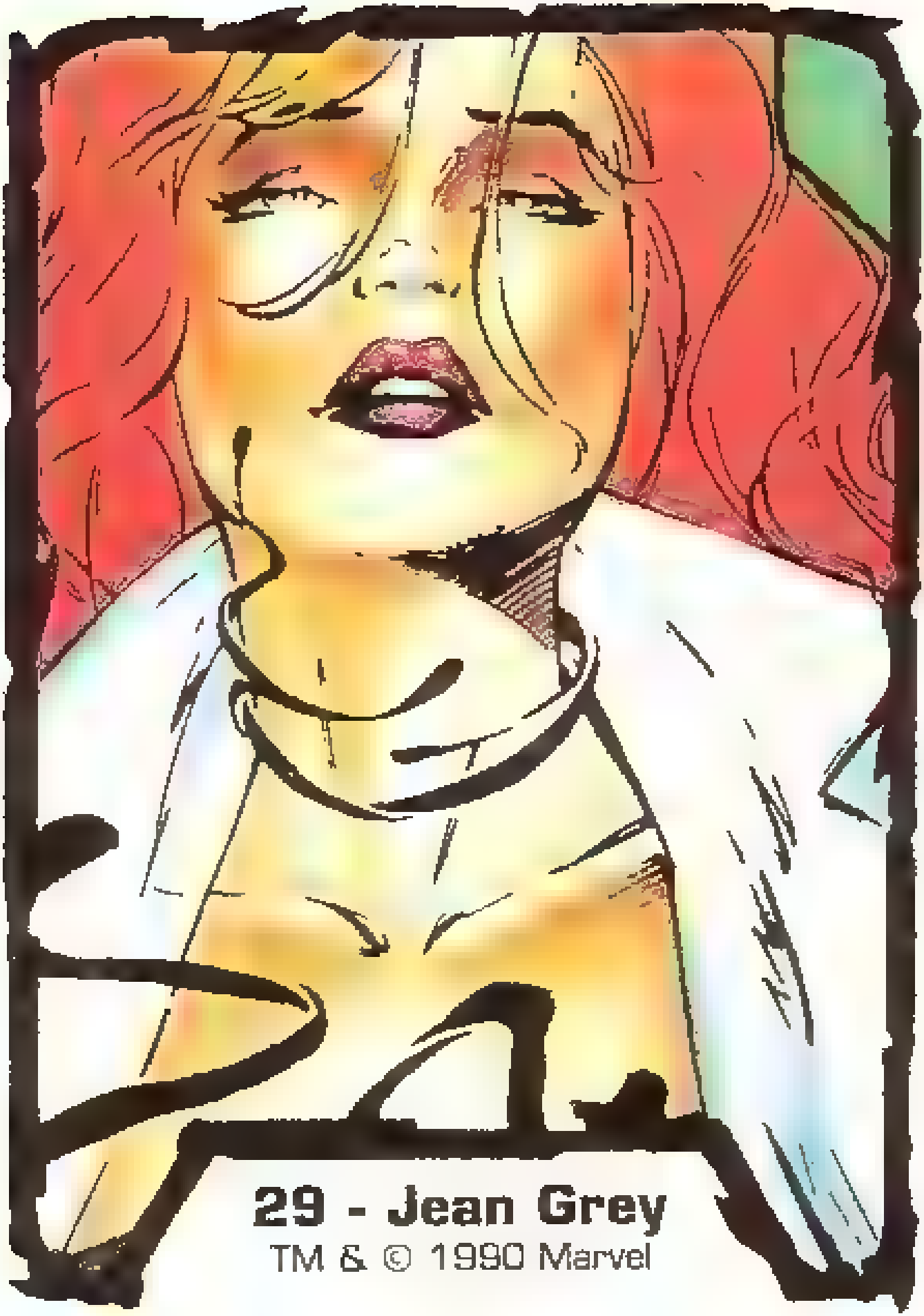


27 - Meditation

TM & © 1990 Marvel

28 - Banshee

TM & © 1990 Marvel



29 - Jean Grey

TM & © 1990 Marvel

30 - Animal Rage

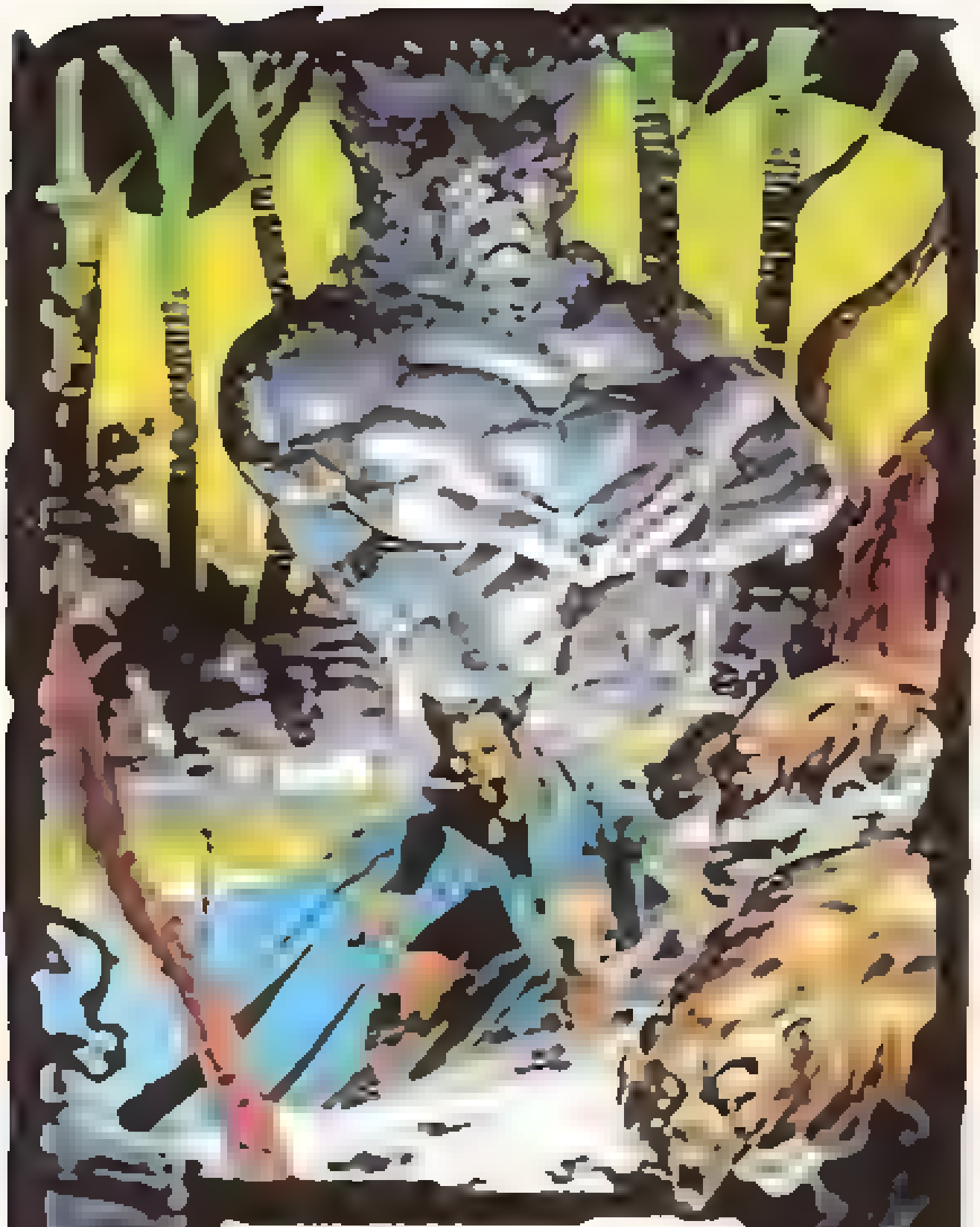
TM & © 1990 Marvel

31 - It's my turn!

TM & © 1990 Marvel

32 - Night stalker

TM & © 1990 Marvel



33 - Youth

TM & © 1990 Marvel

34 - Logan & Reed

TM & © 1990 Marvel

35 - Hulk

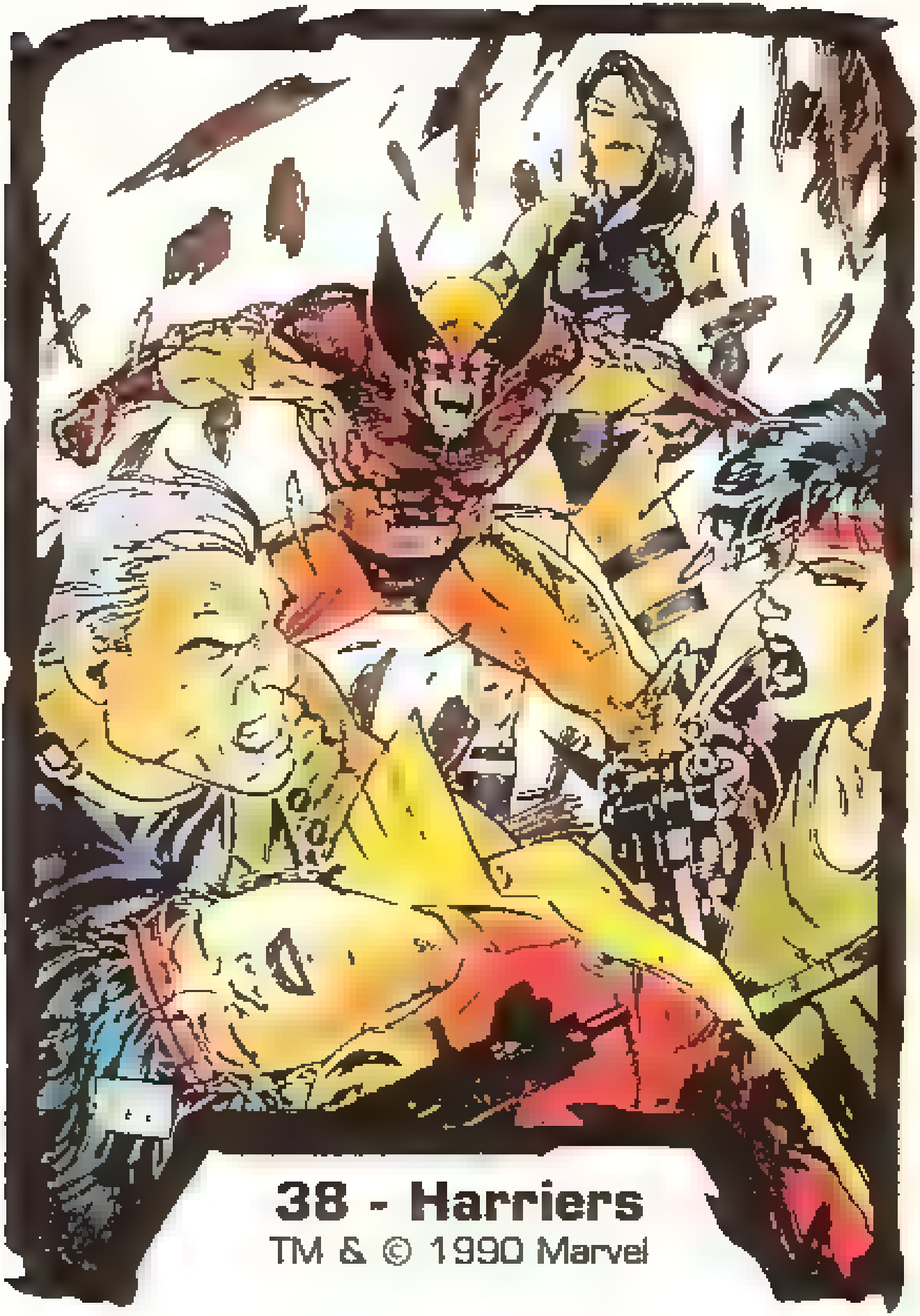
TM & © 1990 Marvel

36 - Blackheart

TM & © 1990 Marvel

37 - Ghost Rider

TM & © 1990 Marvel



38 - Harriers

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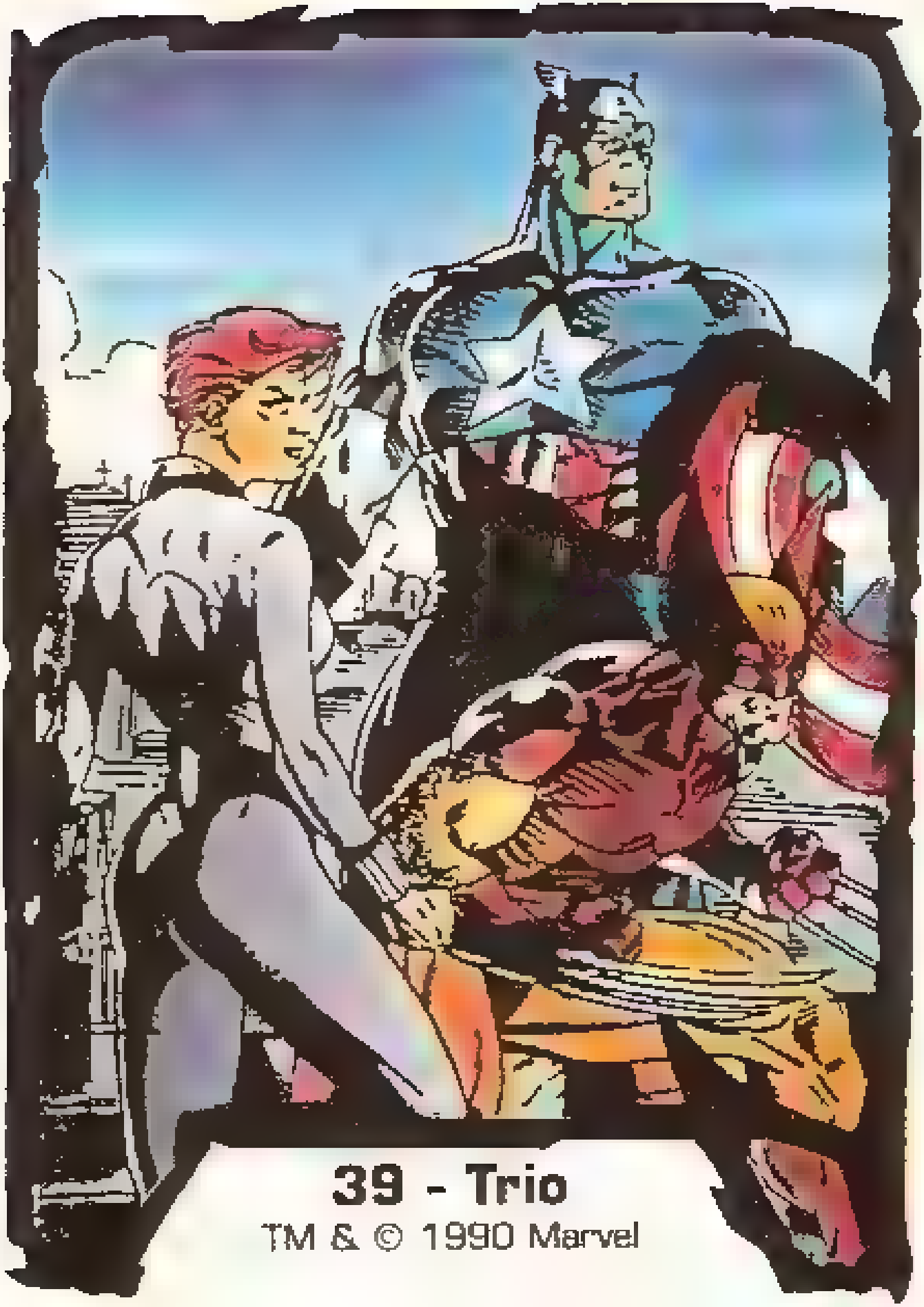

39 - Trio

TM & © 1990 Marvel

40 - Quasar

TM & © 1990 Marvel

41 - Wild Child

TM & © 1990 Marvel

42 - Caught
TM & © 1991 Marvel

43 - Vindicator

TM & © 1990 Marvel

44 - Fight back!

TM & © 1990 Marvel

THE JIM LEE TRADING CARD SET

- ☐ 1 Surprise
- ☐ 2 Beast
- ☐ 3 Two against..
- ☐ 4 Dreamqueen
- ☐ 5 Puck
- ☐ 6 Blast Off!
- ☐ 7 Purple Man
- ☐ 8 Sub-Mariner
- ☐ 9 Double Take!
- ☐ 10 To the death!
- ☐ 11 African Saga
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- ☐ 13 Survival
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- ☐ 15 Black Widow
- ☐ 16 Bushwacker
- ☐ 17 Stay back!
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- ☐ 19 J. J. Jameson
- ☐ 20 Vacation
- ☐ 21 Jet ski
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- ☐ 23 Armory
- ☐ 24 Mandarin
- ☐ 25 Hear I am!
- ☐ 26. Lady Mandarin
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- ☐ 29. Jean Grey
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- ☐ 35 Hulk
- ☐ 36 Blackheart
- ☐ 37 Ghost Rider
- ☐ 38 Harriers
- ☐ 39 Trio
- ☐ 40. Quasar
- ☐ 41 Wild Child
- ☐ 42. Caught
- ☐ 43. Vindicator
- ☐ 44 Fight back!
- ☐ 45 Checklist

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45 - Checklist

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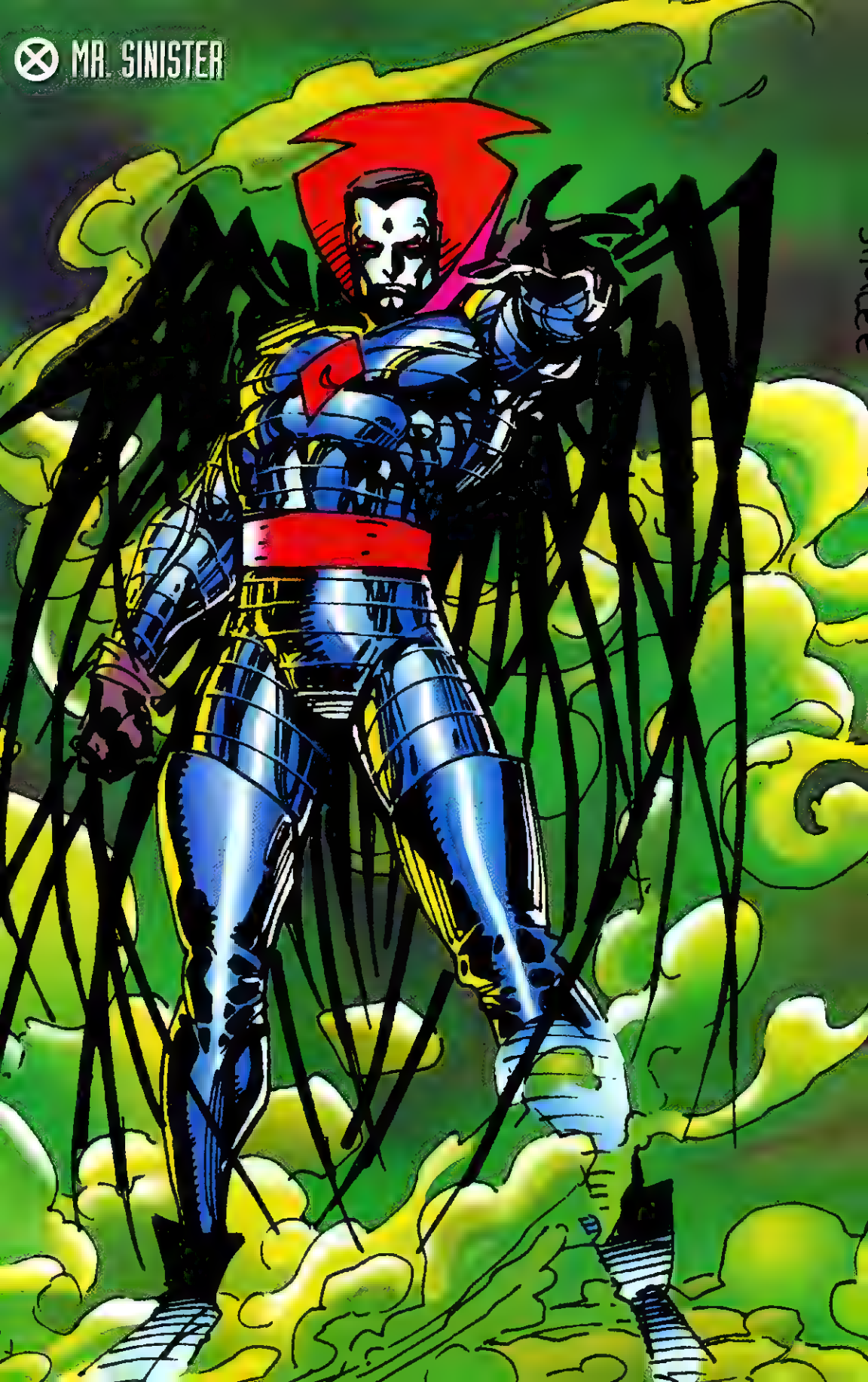
BEAST


MR. SINISTER

JIM LEE
BISHOP

JIMLEE
MOJO

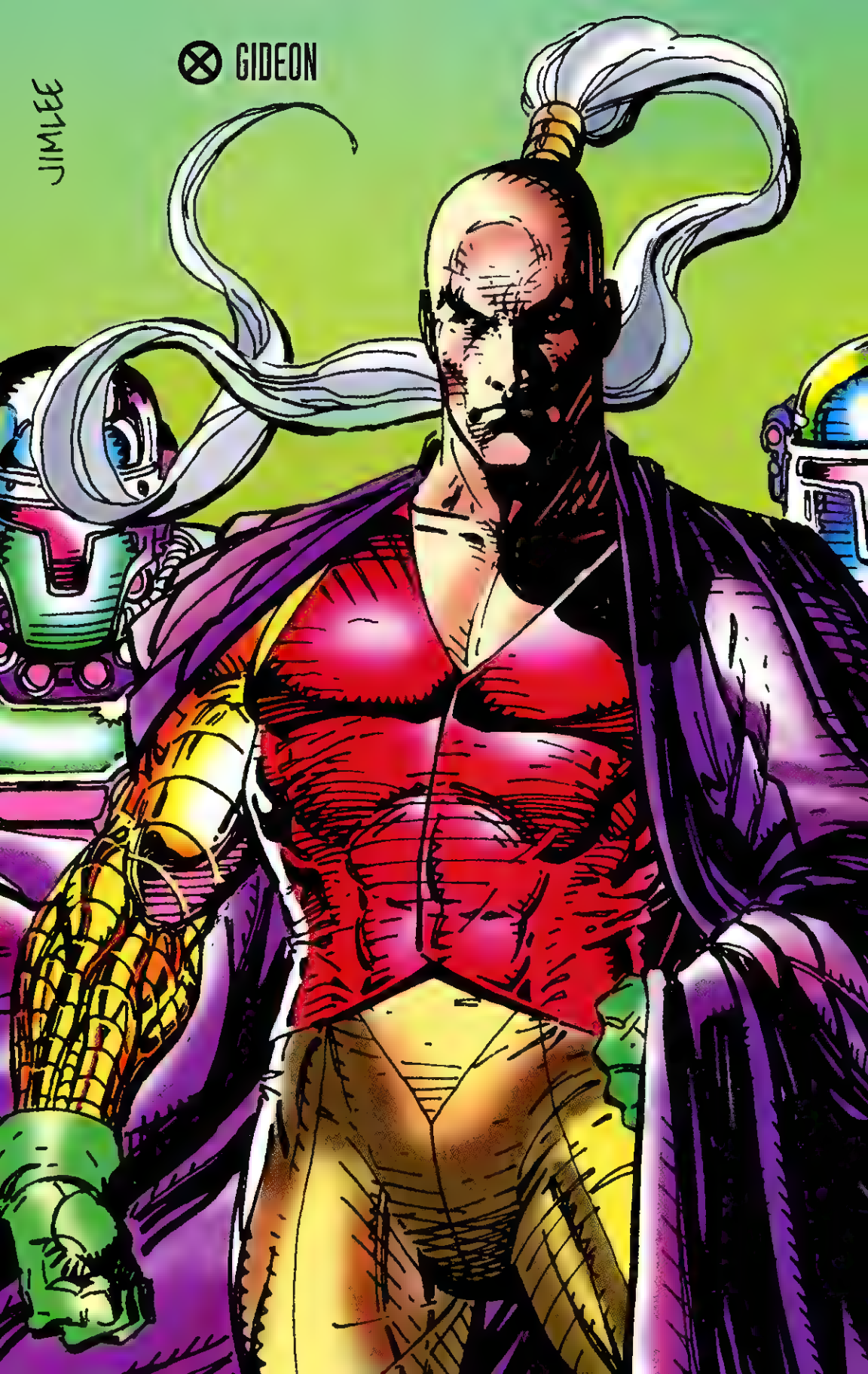
X-FACTOR
JIMLEE

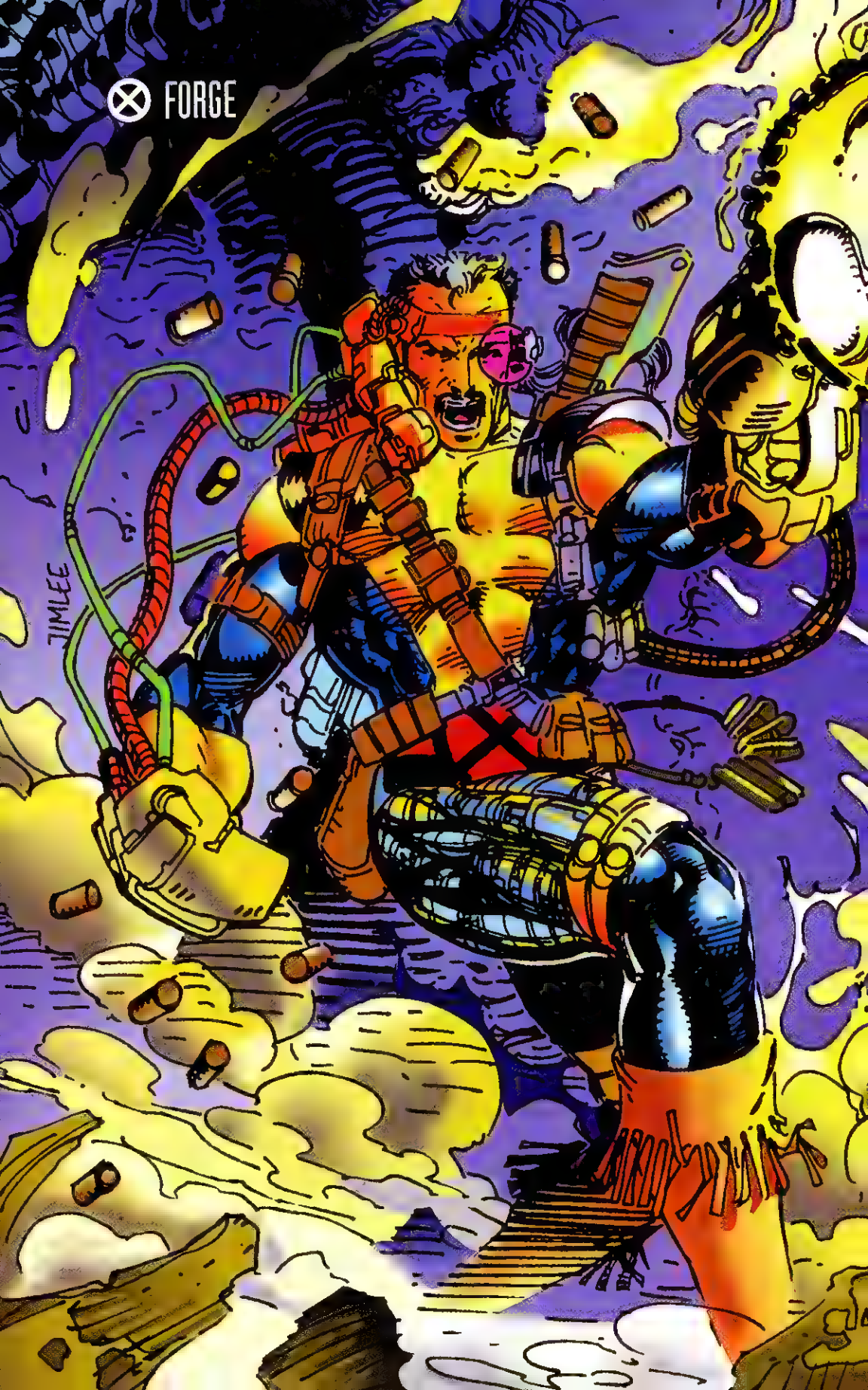
DAZZLER
JIMLEE

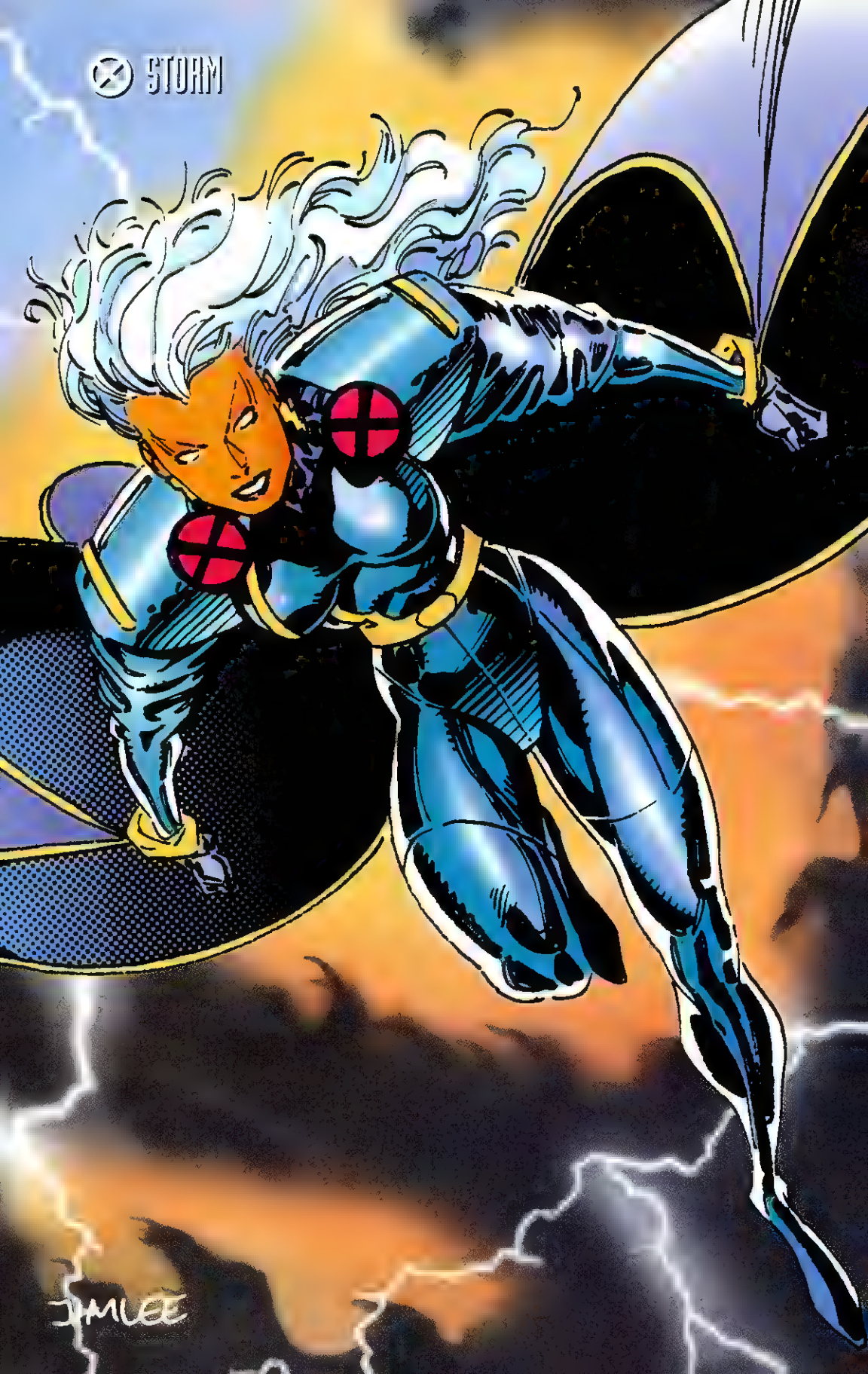
LONGSHOT
JIM LEE

JIM LEE
LADY DEATHSTRIKE

JIMLEE
WOLVERINE


GIDEON
JIM LEE


FORGE
JIMLEE


STORM
JIM LEE

JIM LEE
TECHNET

CERISE
JIMLEE

SUNSPOT
JIM LEE

FERAL

KYLUN
JIM LEE

JIMUEE
QUICKSILVER

JIMLEE
WARPATH

JIM LEE
SABRETOOTH

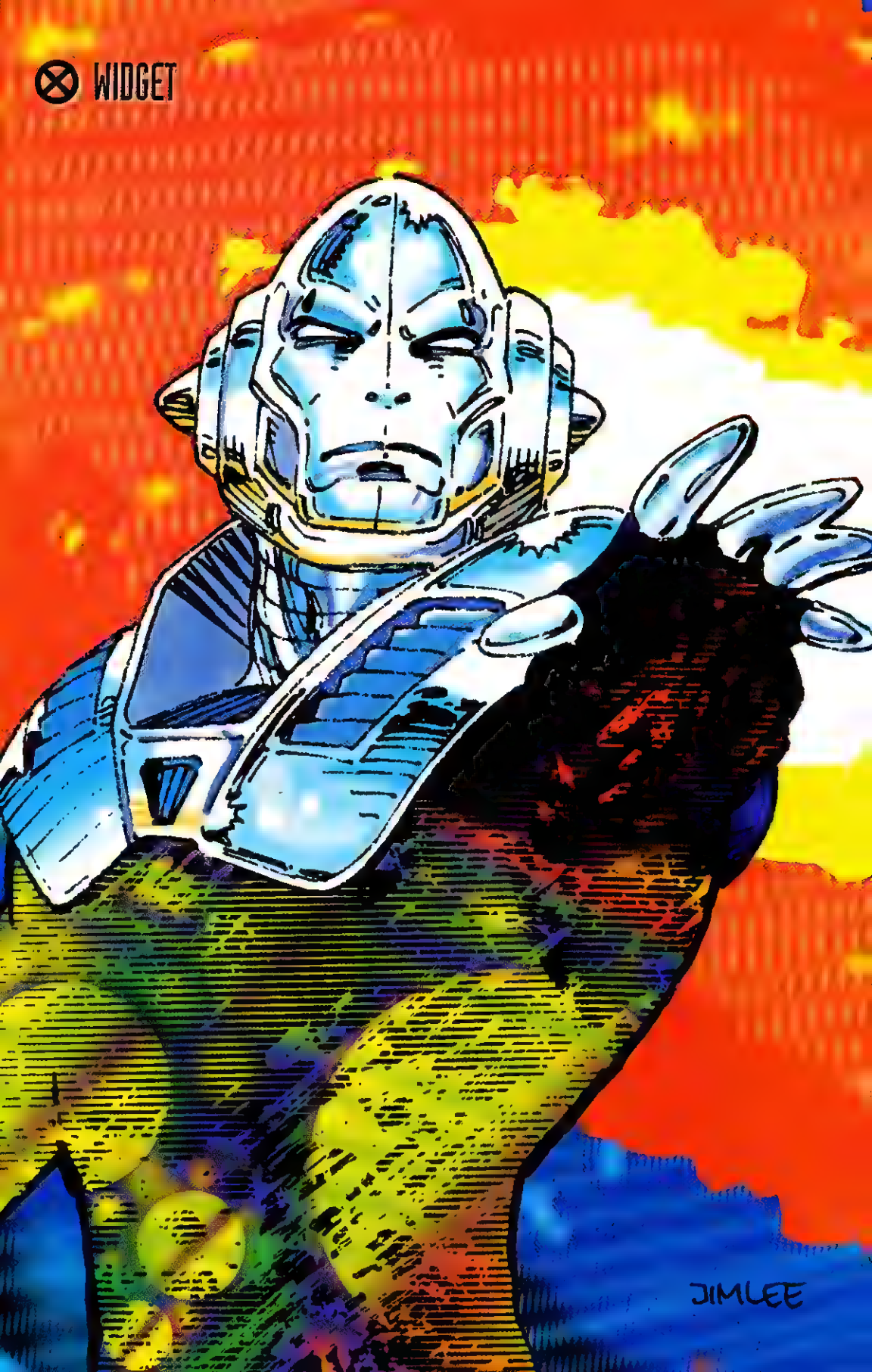
JIMLEE
GAMBIT

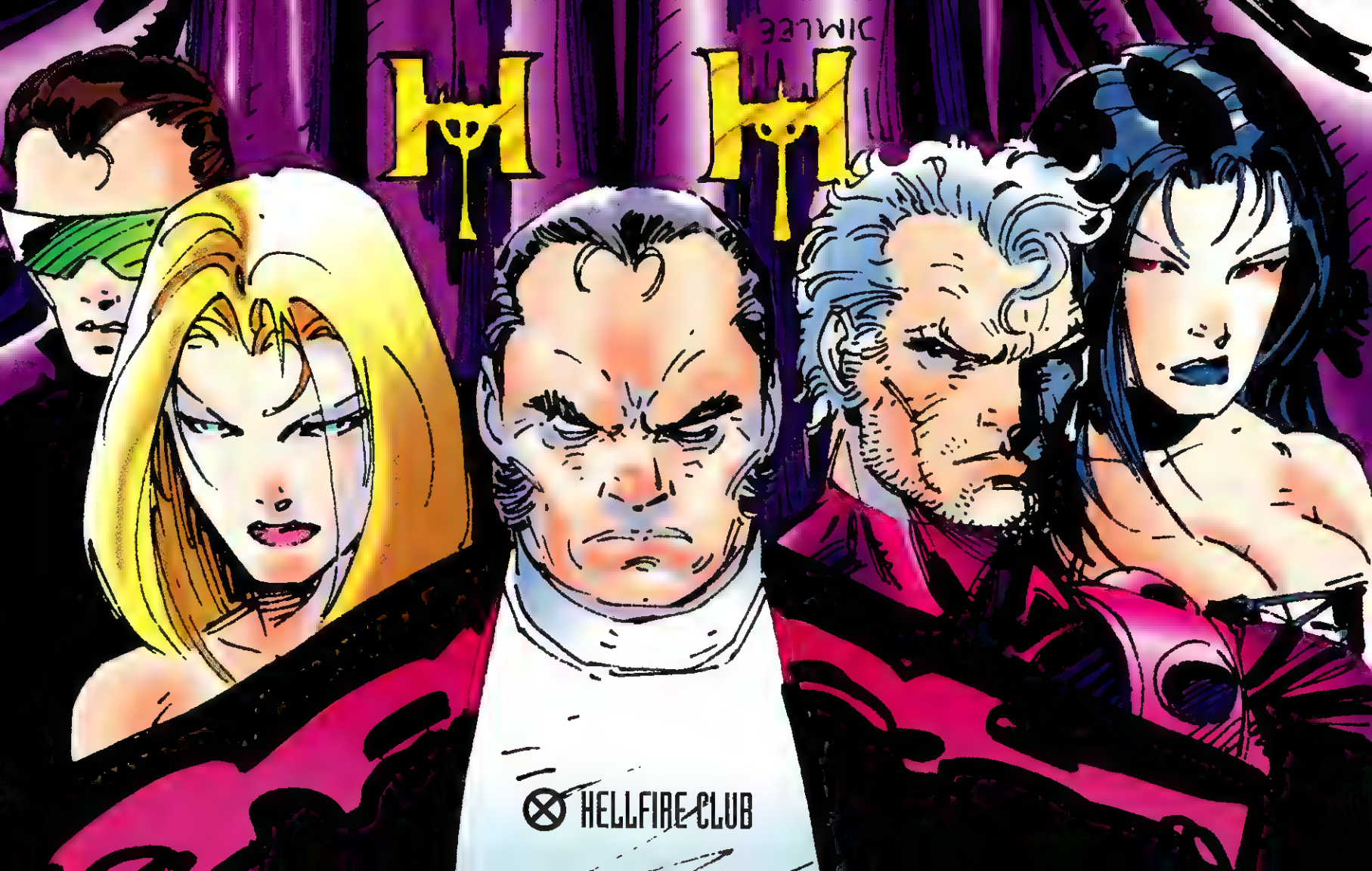
ROMA
JIMLEE

SAURON
JIM LEE

TOAD
JIM LEE

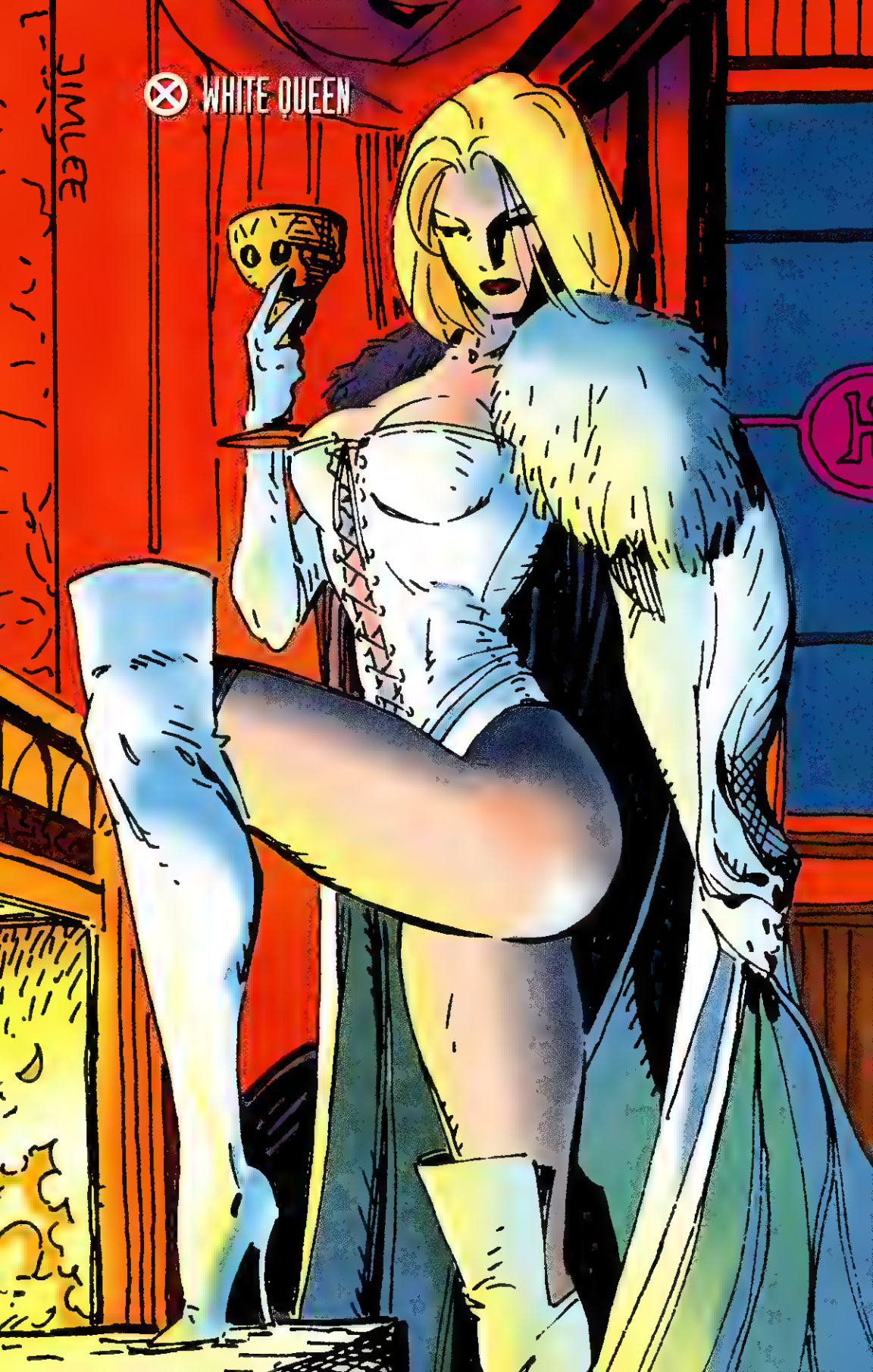
SIRYN

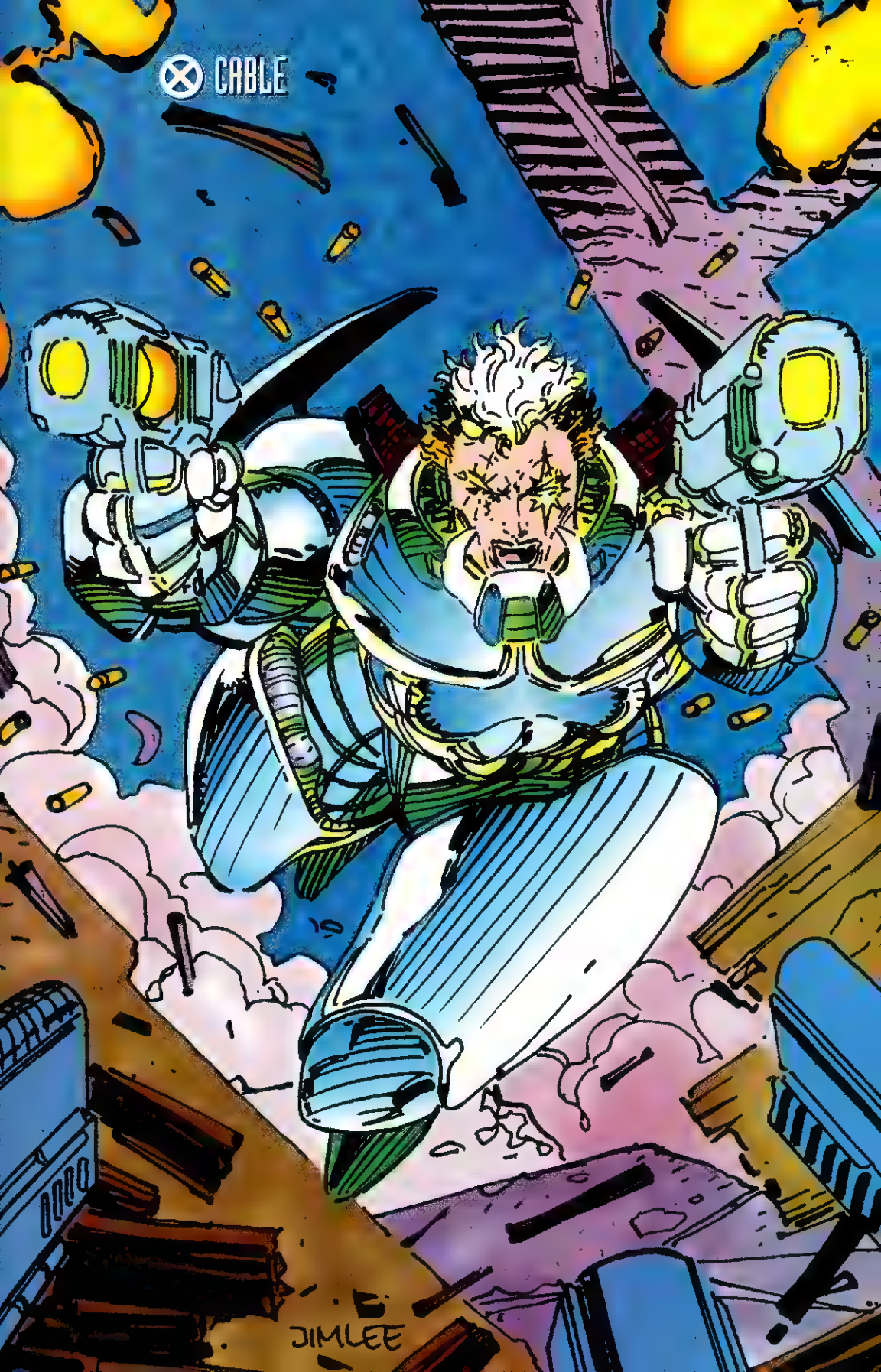

WIDGET
JIMLEE


HELLFIRE CLUB

JUNGLE
SHATTERSTAR

CALIBAN
JIM LEE


WHITE QUEEN
JIMLEE


CABLE
JIMLEE

DANGER ROOM GRID

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UNITED BY THEIR DIFFERENCES.

DIVIDED BY THEIR LOYALTIES.

OUTSIDERS.

UNFORGIVEN.

MUTANTS.

X-MEN.

THE
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X-MEN
COLLECTION
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by JIM LEE

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DAWN GEIGER
DESIGNER

TOM BREVOORT
MINDY NEWELL
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BOB BUDIANSKY
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MEGGAN
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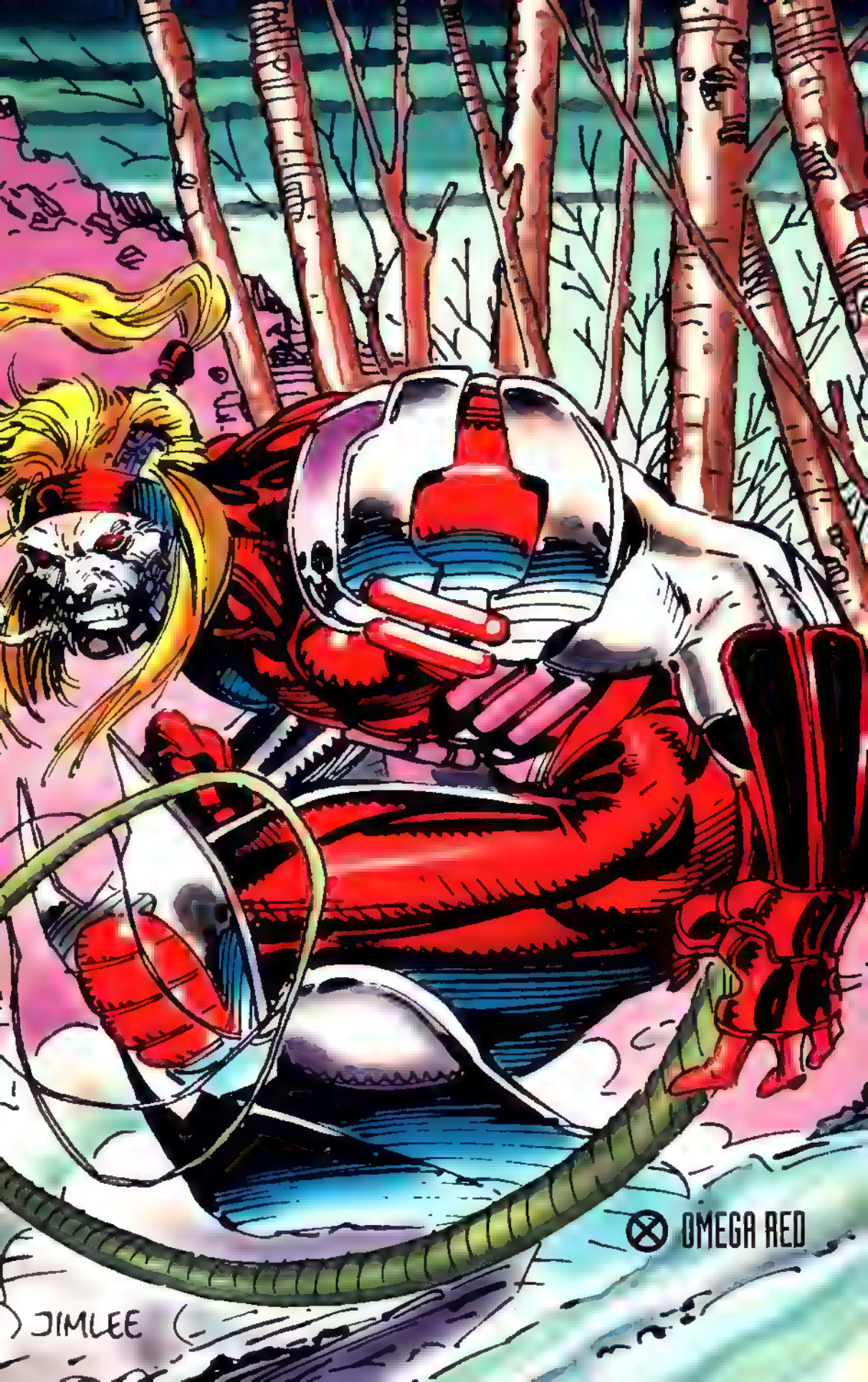
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APOCALYPSE

PSYLOCKE
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BLACK TOM CASSIDY

GATECRASHER
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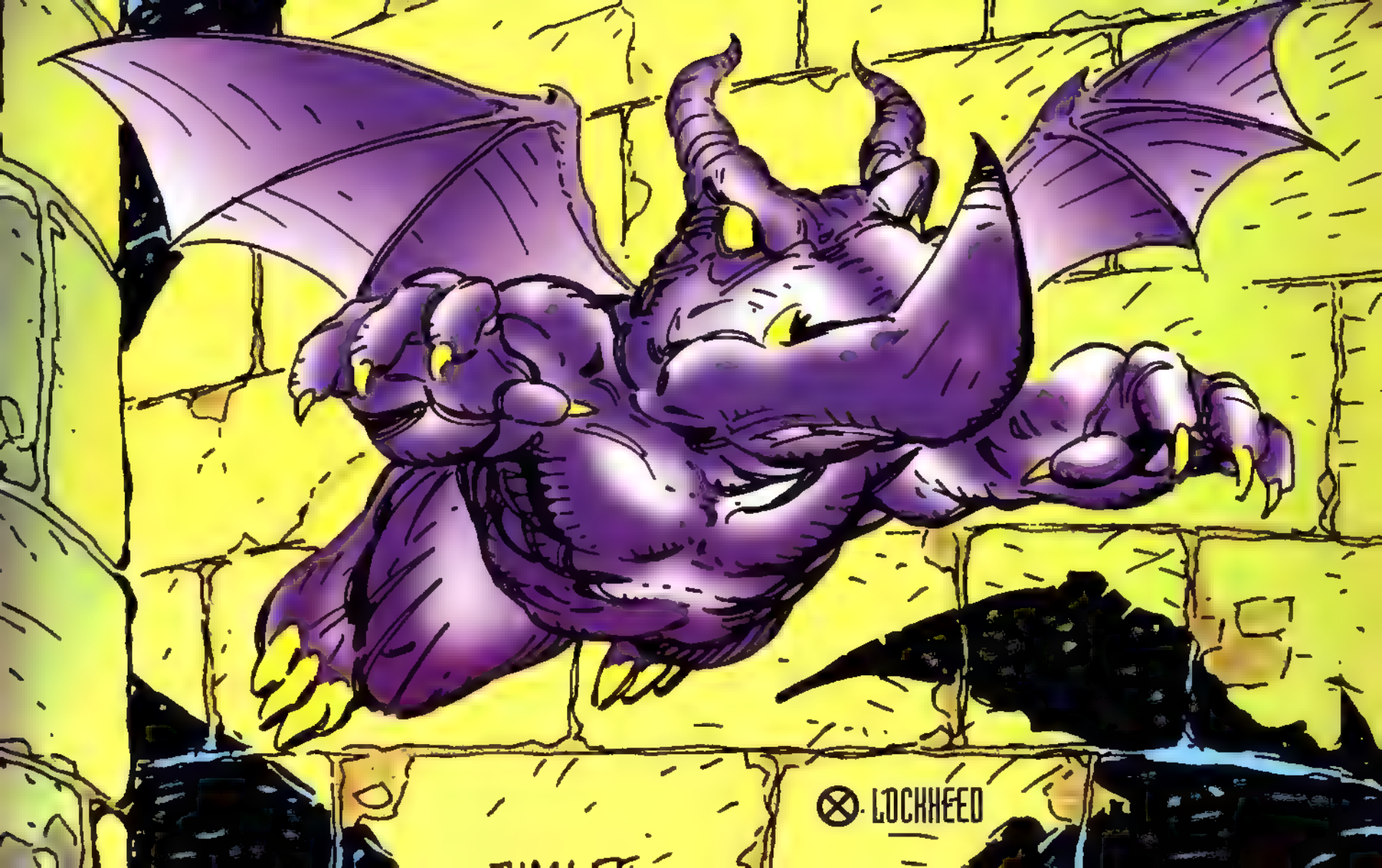
STARJAMMERS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ROGUE
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GAMBIT

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DEADPOOL
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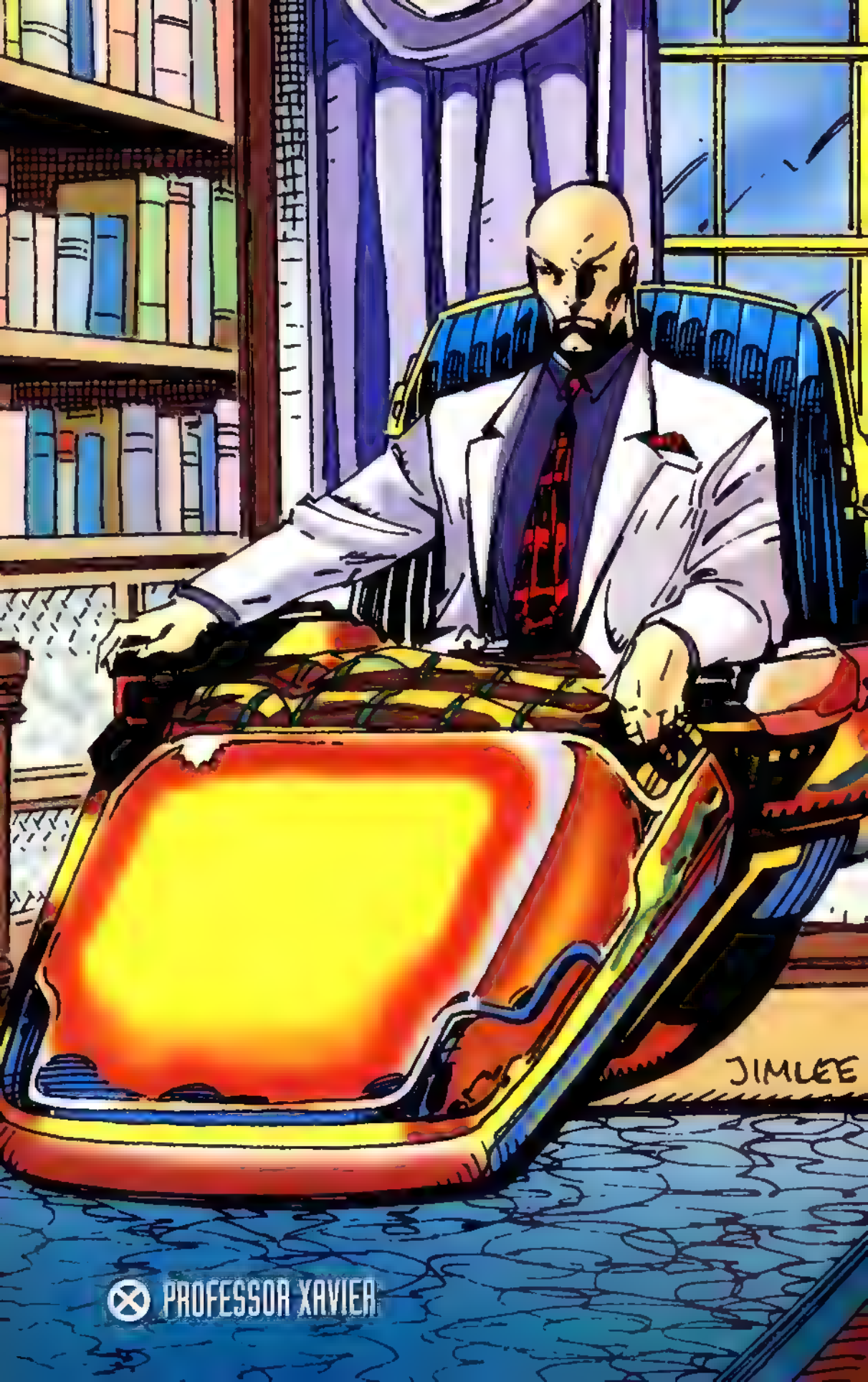
IMLEE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PROFESSOR XAVIER

MUTANT LIBERATION FRONT
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JUBILEE
JUBILEE

MYSTIQUE
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JIM LEE
CANNONBALL

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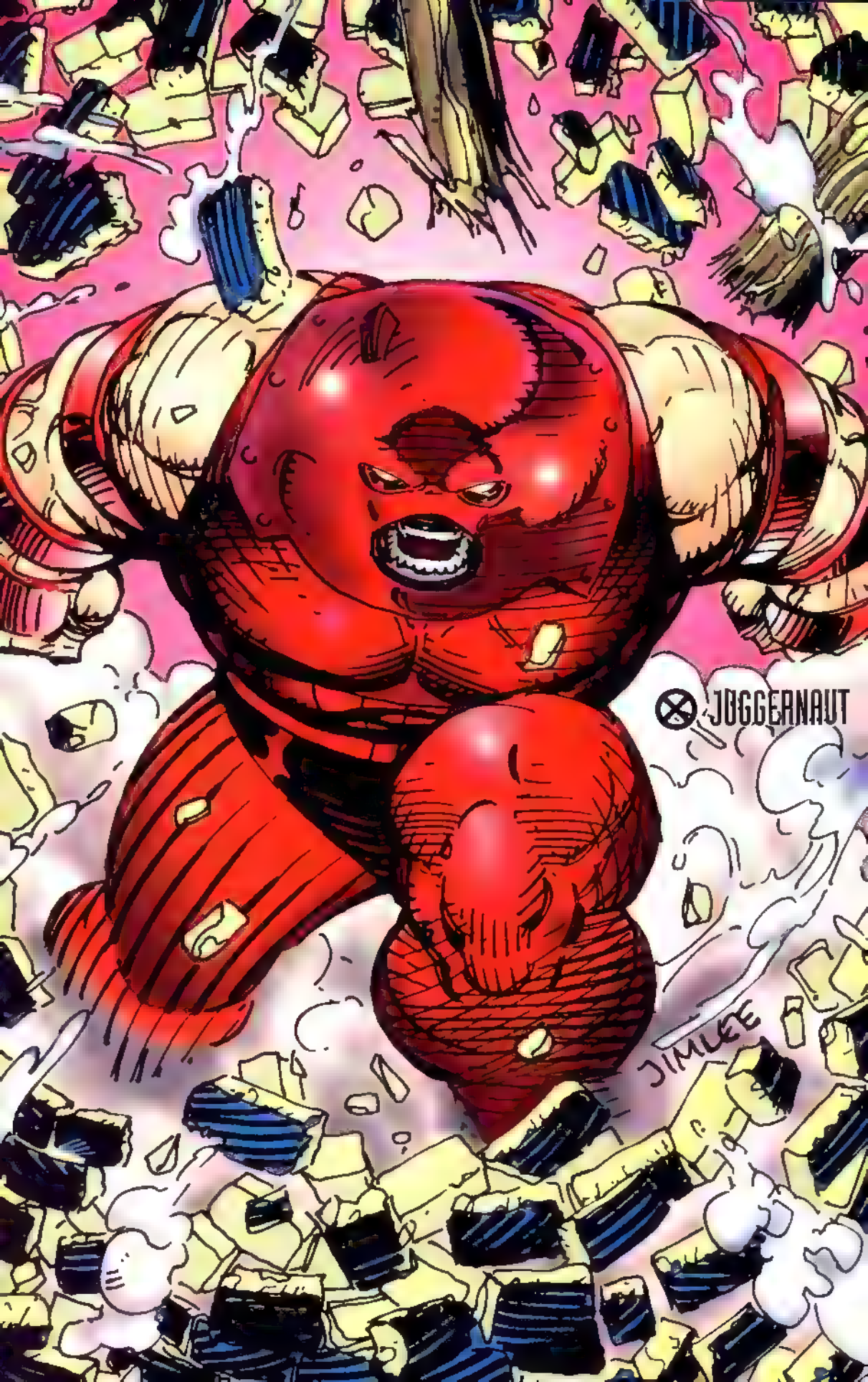
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DEATHBIRD
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EXCALIBUR

MAGNETO

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POLARIS
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SHADOWCAT

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ARCHANGEL
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SHADOW KING
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MOJO II
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NIGHTCRAWLER
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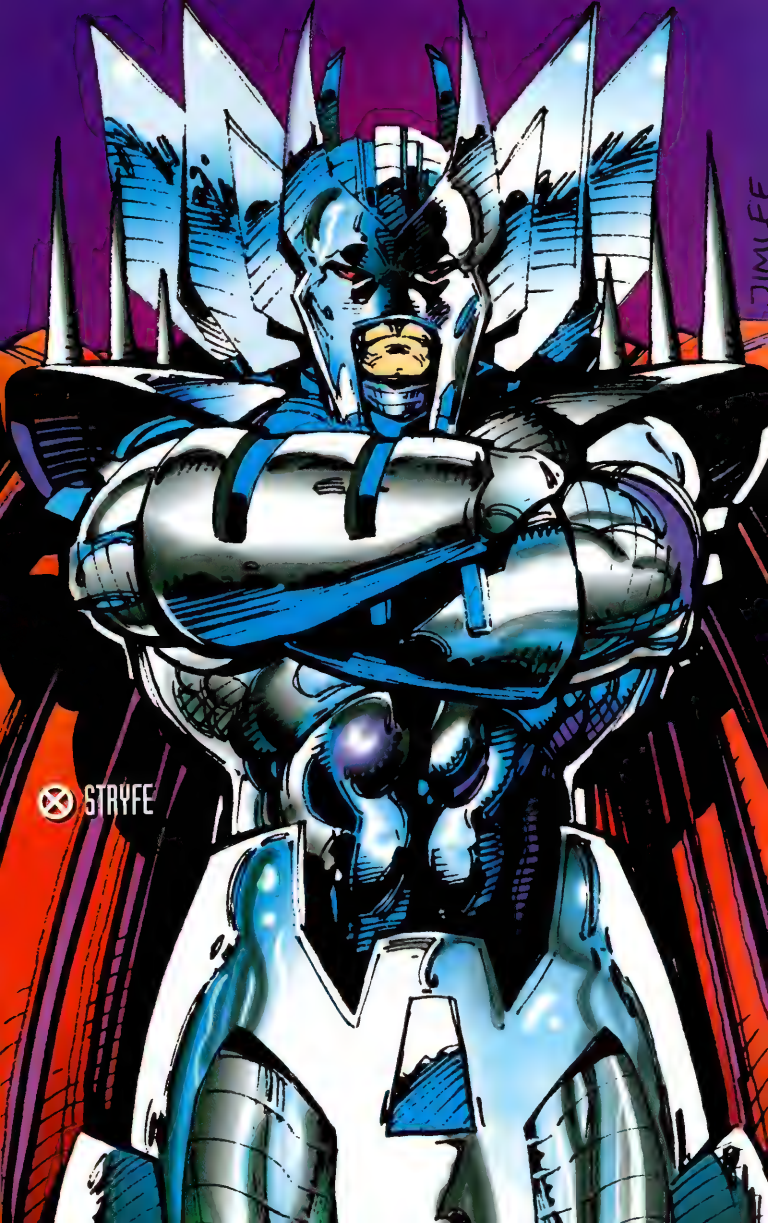
LILANDRA

JIMLEE
BROTHERHOOD OF EVIL MUTANTS

MAGNETO

X-MEN BLUE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STRONG GUY
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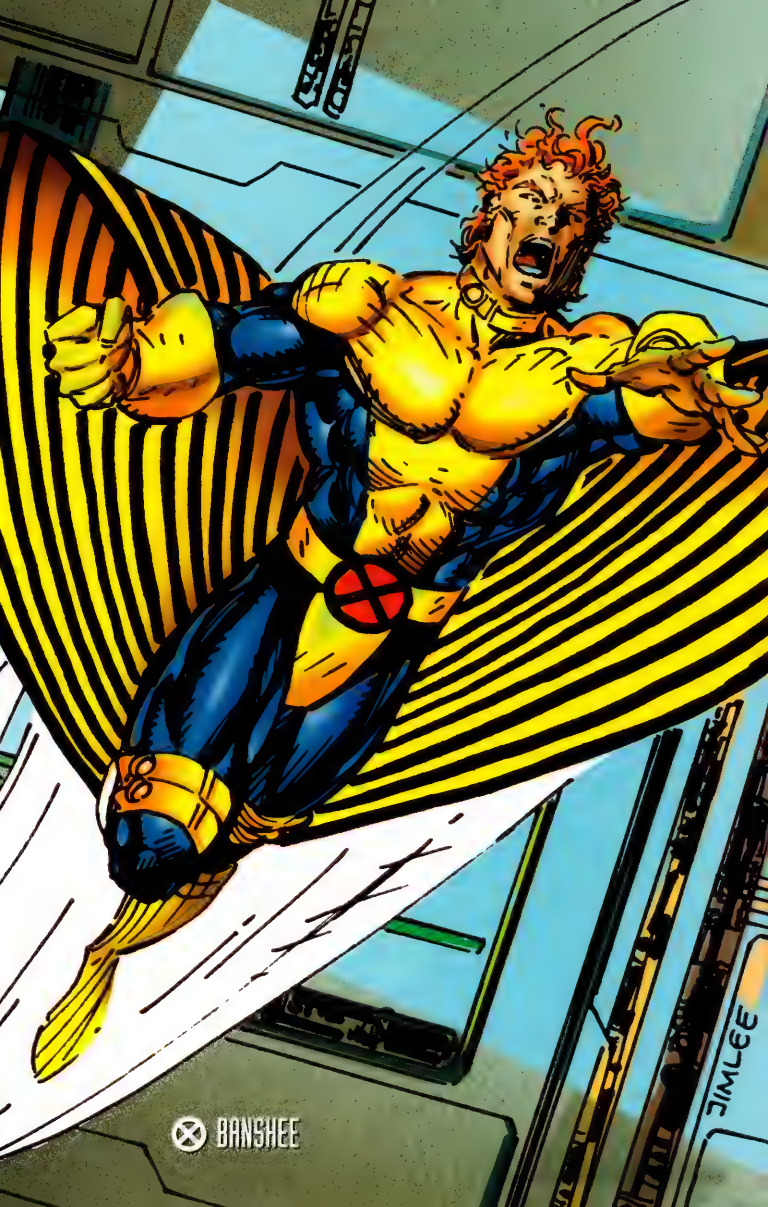
MASTERMIND

WAR WOLVES

DOMINO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JIMLEE

CAPTAIN BRITAIN
JIM LEE

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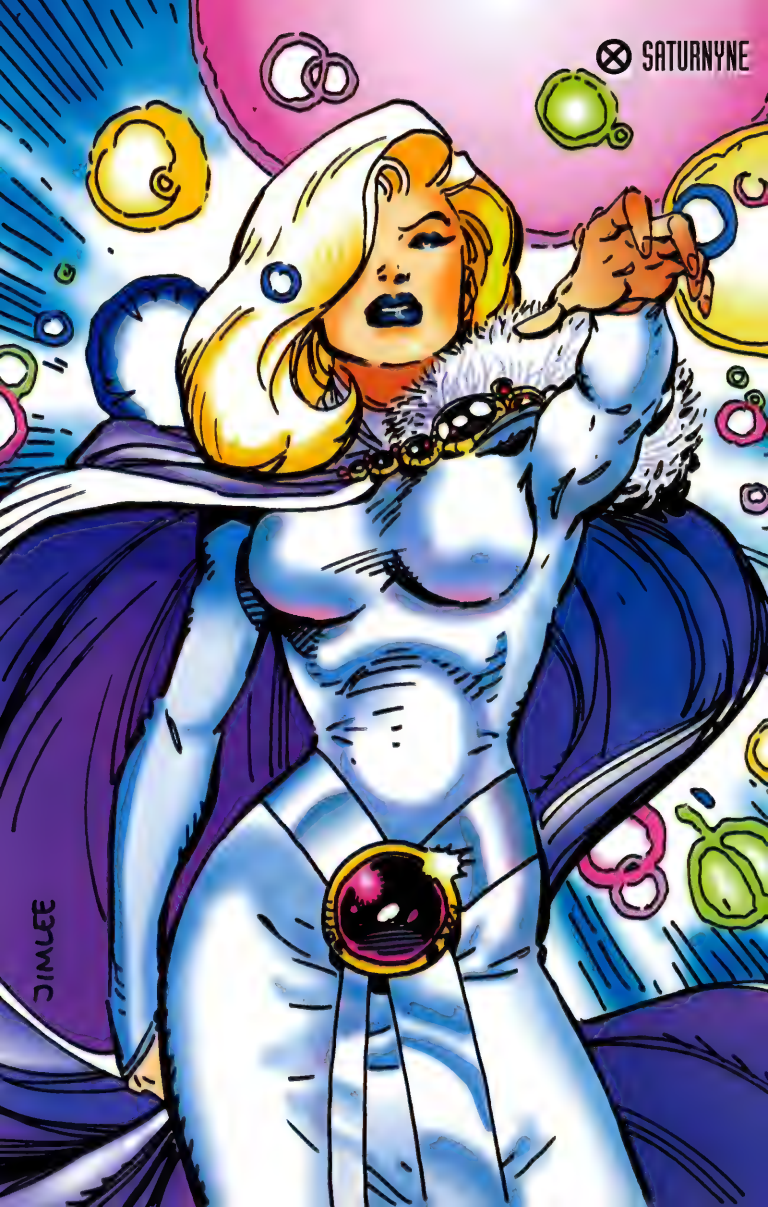
UPSTARTS

PHOENIX
JIM LEE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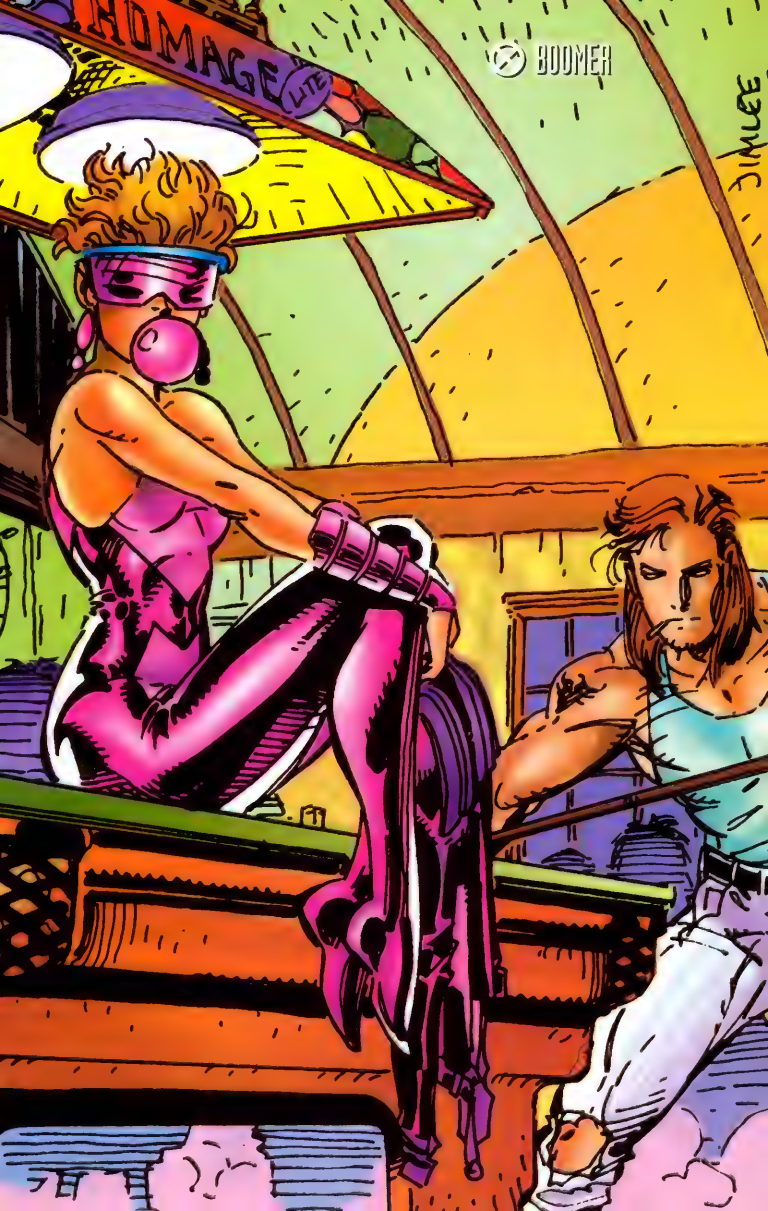
JIMLEE

CYCLOPS


HOMAGE
LITE
BOOMER
JIMLEE

CABLE
JIM LEE

What can I say? I'm just a fan at heart. That's why it's hard to describe the thrill I experienced when I was chosen to be the artist for the first set of X-Men Trading Cards.

The *X-Men* were always my favorite fictional people while I was growing up. They were more than just comic book characters to me. I felt for the travails of **Jean, Scott, Peter, Logan, Hank, Xavier** and all the others that joined their ranks; and when I began working at Marvel, I knew my experience there would not be complete without an opportunity to draw my childhood friends. Well, that day arrived, and what followed — my run on the UNCANNY X-MEN with Chris Claremont — was more fun than anything I'd ever imagined.

That still wasn't the end, though. In 1991, Chris and I were given the opportunity to redefine the X-Men for a new generation. In July of that year, X-MEN #1 sold 8 million copies and became Marvel's highest-selling title ever. At the same time, Bob Budiansky called and asked if I'd be interested in drawing every card in the Skybox X-Men Set.

I was flattered by the offer, though reluctant to accept because I had to keep up a monthly schedule of my own. Still, after pondering the request for a while, I realized I had no choice. Before me was the opportunity to illustrate nearly every player in the awesome X-Men universe. Not only would I be able to draw all of my own characters, but I could also draw Whilce Portacio's **X-Men**, Rob Liefeld's **X-Force** and Marc Silvestri's **Wolverine** casts. "But the work!," I thought. The set was 105 cards long, and my present work load was harrowing enough. . .oh, who was I fooling! I called Bob back and told him he had himself an artist.

Well, it was a long and hard road, but several months (and several hundred phone calls to and from Bob and his hard-working assistant, David Wohl) later, the card set was finished. Colored exquisitely, I must add, by Paul Mounts, who really carried me at times. Although, to be honest, I rued the day I ever said yes to this project many times during the endeavor, in retrospect, I'm glad I did it.

Well, there you have it. In closing, I'd like to thank Bob Harras and Bob Budiansky for helping a kid turn his dreams into reality — and make a living out of them!

Jim Lee, November, 1993

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X-MEN.

TRADING CARDS

1 - THE X-MEN

The X-Men is an oganization of superhumanly powerful mutants that was founded by Charles Xavier for two purposes. The first was to train mutants in the use of their super-human powers, and the second, to serve as a combat team that could defend humanity against attacks by superhumanly powerful mutants who use their powers for criminal ends.

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TRADING CARDS

2 - THE REAVERS

The cyborg known as the White King, who has been a member of the Hellfire Club, is now leader of a band of mutant assassins called the Reavers. The mutant female youth, Jubilee, helps the weakened Wolverine escape from the Reavers, after he was savagely beaten and crucified.

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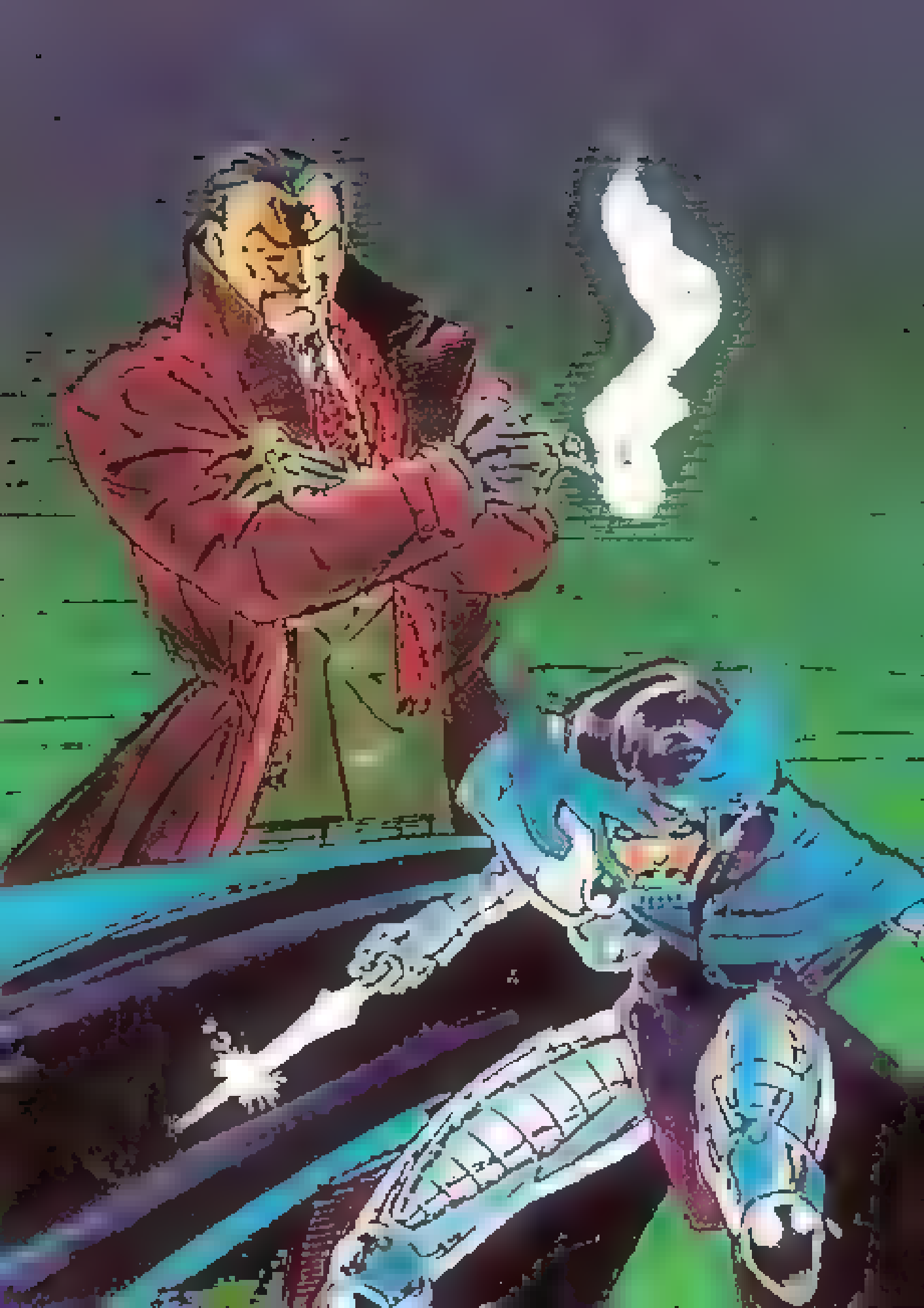

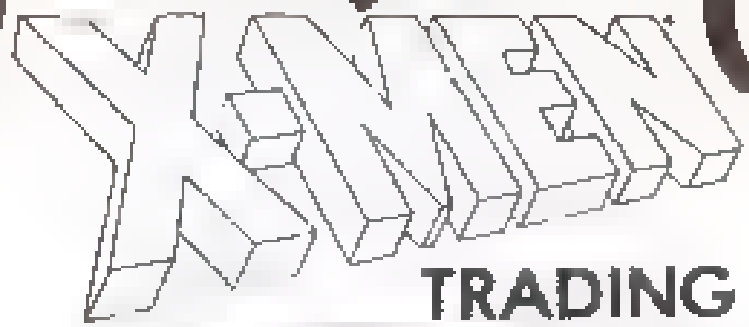

TRADING CARDS

3 - THE MANDARIN

Hong Kong, the residence of the ring-bearing villain, the Mandarin. Matsuo Tsurayaba, leader of the deadly guild of assassins known as the Hand, has slain the Mandarin's henchmen so he can offer his services as the Mandarin's emissary. Their plan is to return Hong Kong to Chinese sovereignty.

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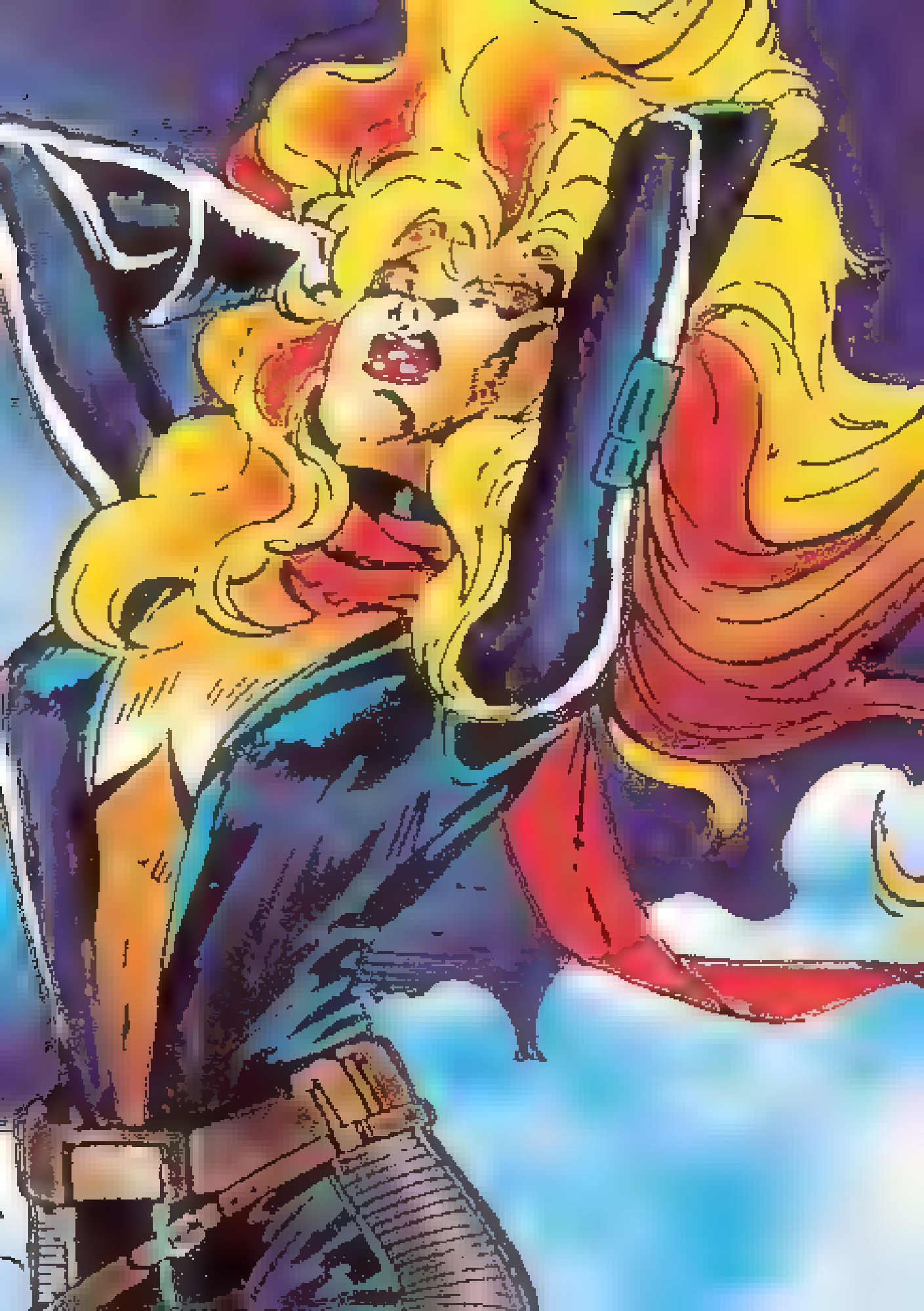

TRADING CARDS

4 - BETSY

Captain Britain's sister, Betsy Braddock, is wandering through her own mind. She is slowly turning into a darker serious image of Psylocke. In actuality, Psylocke was found by the emissary's men after she came through the "seige perilous" portal. Psylocke's memories were fragmented, and in this condition the emissary brain-washes her toward Mandarin's goals.

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TRADING CARDS

5 - SLAYMASTER

In her mind, Psylocke destroys each one of the X-Men to retrieve a power ring belonging to the Mandarin. In each death, Psylocke slowly eliminates all the critical elements and relationships of her past with the exception of one ring, which the Slaymaster wears Psylocke fights him and, with the outside influence of Mojo, reveals the image of the Mandarin beneath the Slaymaster and defeats him. In the physical world, Psylocke returns the rings in a symbolic gesture of submission to the Mandarin.

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TRADING CARDS

6 - LADY MANDARIN

Psylocke has accepted the role of Lady Mandarin, costumed with body armor and armed with a fine tuned psychic dagger and the Mandarin's rings. Lady Mandarin confronts the lords of the Hong Kong underworld to inform them that the ignored pledges and allegiances to the Mandarin must be enforced. The underworld leader's henchmen respond with a violent attack as she quickly defeats them.

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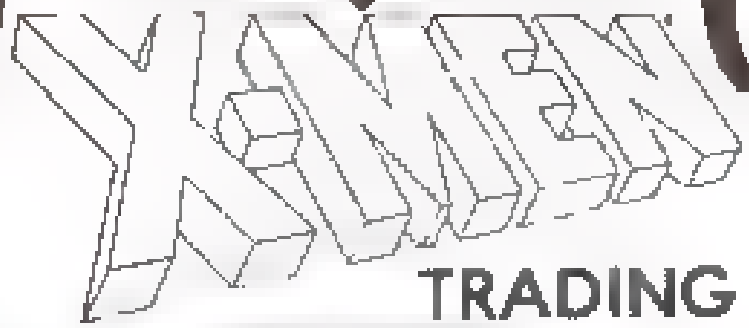

TRADING CARDS

7 - PATCH

Coming ashore with his new juvenile sidekick, Jubilee, Wolverine is disguised as Patch. Hearing of Patch's arrival in town, Psylocke is sent out by the Hand to terminate this possible threat. Stunned to see Psylocke, Wolverine is taken off guard and is downed by her psychic dagger.

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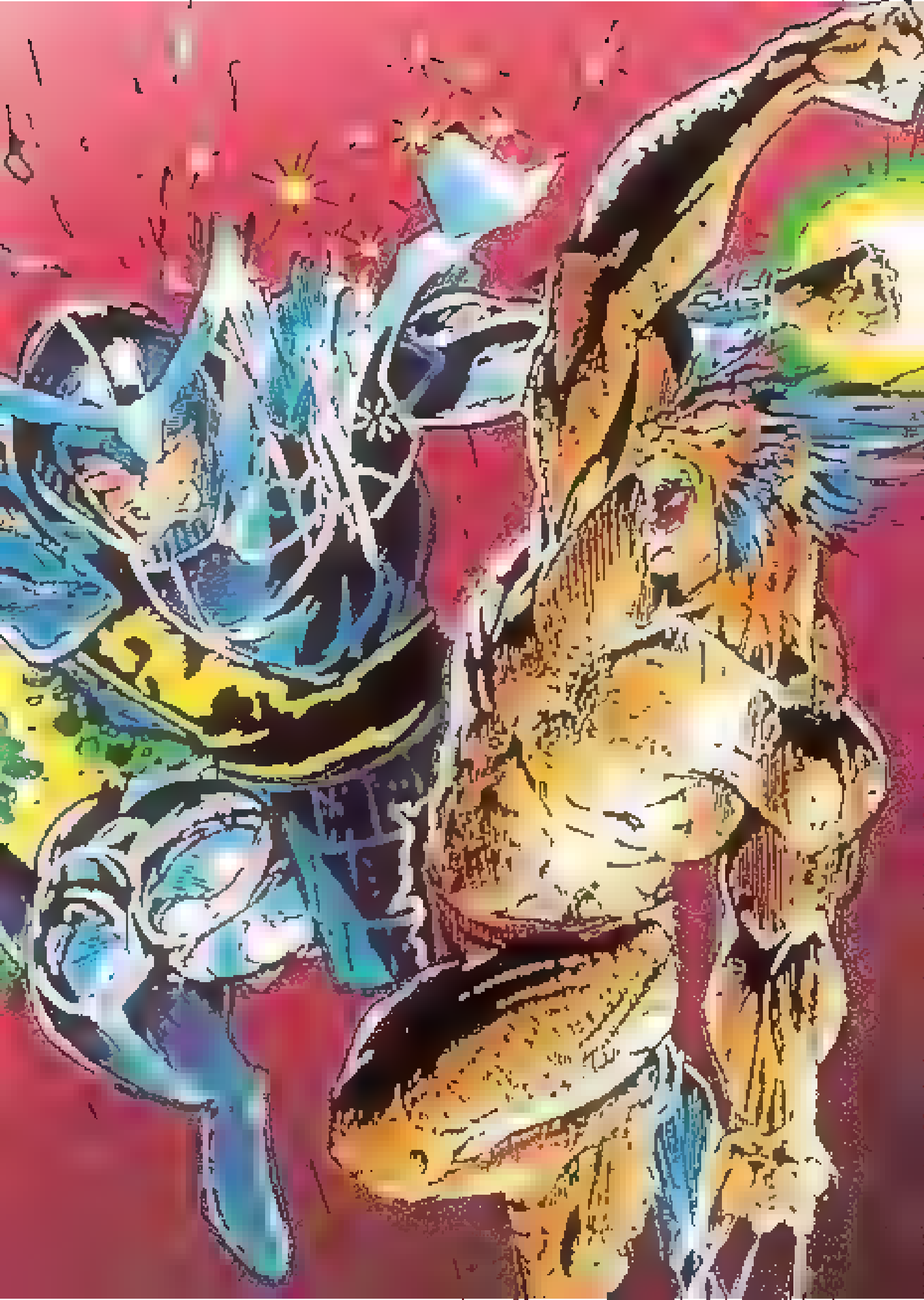

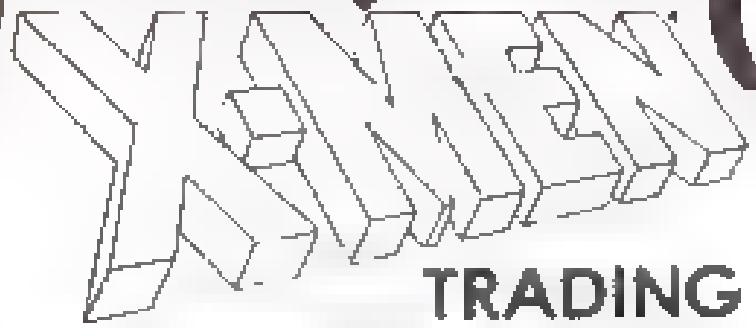

TRADING CARDS

8 - ACCOMMODATION

As an act of vengeance, Wolverine's body is captured by the Mandarin's group, the Hand, but his mind is not.

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TRADING CARDS

9 - THE BEAST

On the mental plane, Wolverine fights a warrior's battle to keep his own will, not allowing it to be molded into the Hand's image. On the physical plane, Jubilee attempts an escape, which is stopped by the Mandarin.

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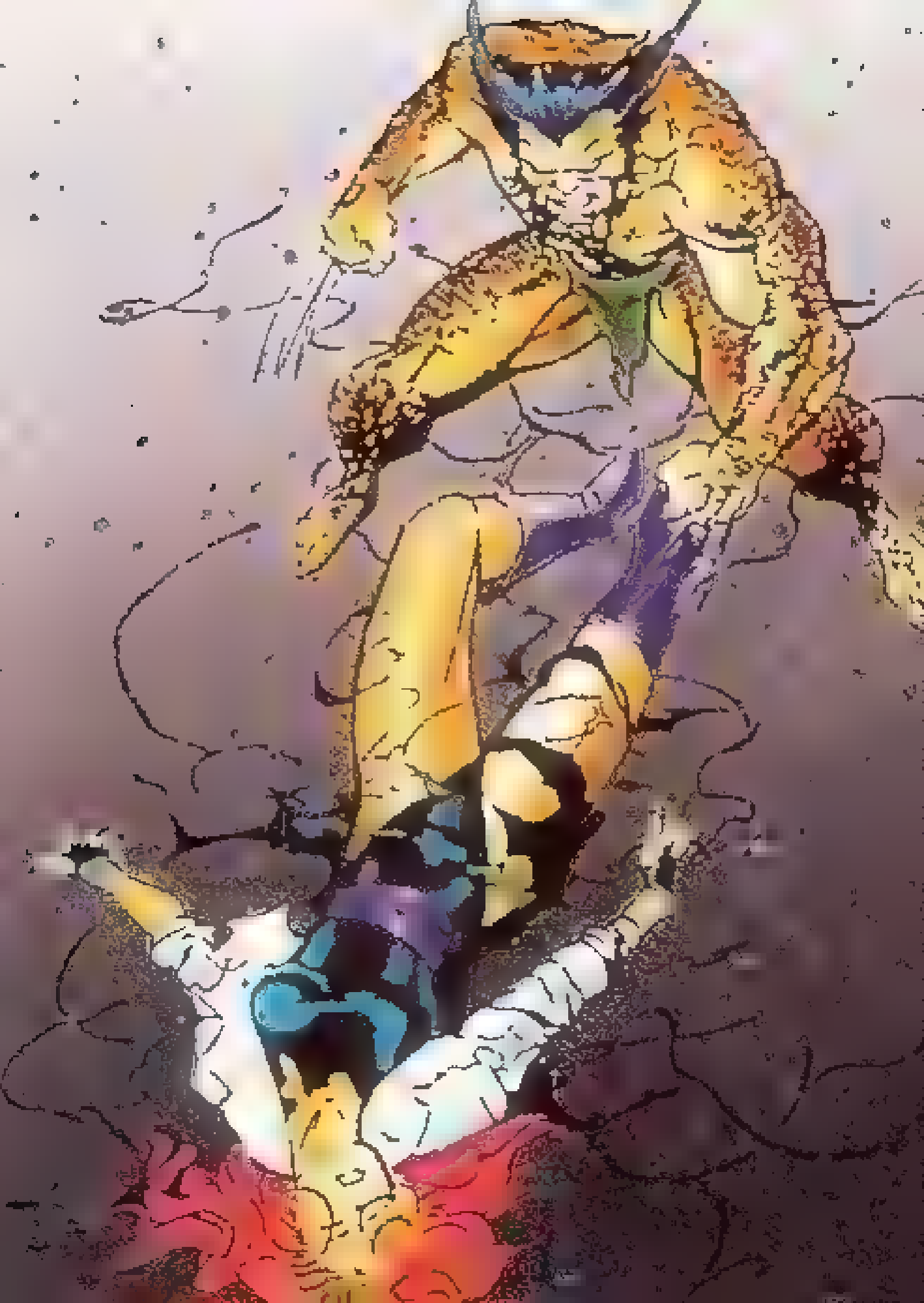

TRADING CARDS

10 - GAMES

Psylocke continues her battle with Wolverine on the mental plane with trickery of disguise and then with mental force. Wolverine tricks Psylocke and has her stab into his psychosis with her psychic dagger.

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TRADING CARDS

11 - MY TURN

Wolverine breaks free on the physical plane as Psylocke attacks Seemingly, she defeats him quickly. Psylocke dumps Wolverine at Mandarin's feet. Ironically, Psylocke attacks the Mandarin, revealing her past memories have been restored by Wolverine's psychosis. Wolverine gets the Mandarin in a compromising position and foces the ring bearer to let them go peacefully.

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I LOVE YOU, DAZZLER...
...TO DEATH!

TRADING CARDS

12 - #1 FAN

An angered, possessed fan becomes homicidal towards Dazzler in the Hollywood Hills of L.A. After calming the crazed man down with her light power, Dazzler hits the road, looking for solitude.

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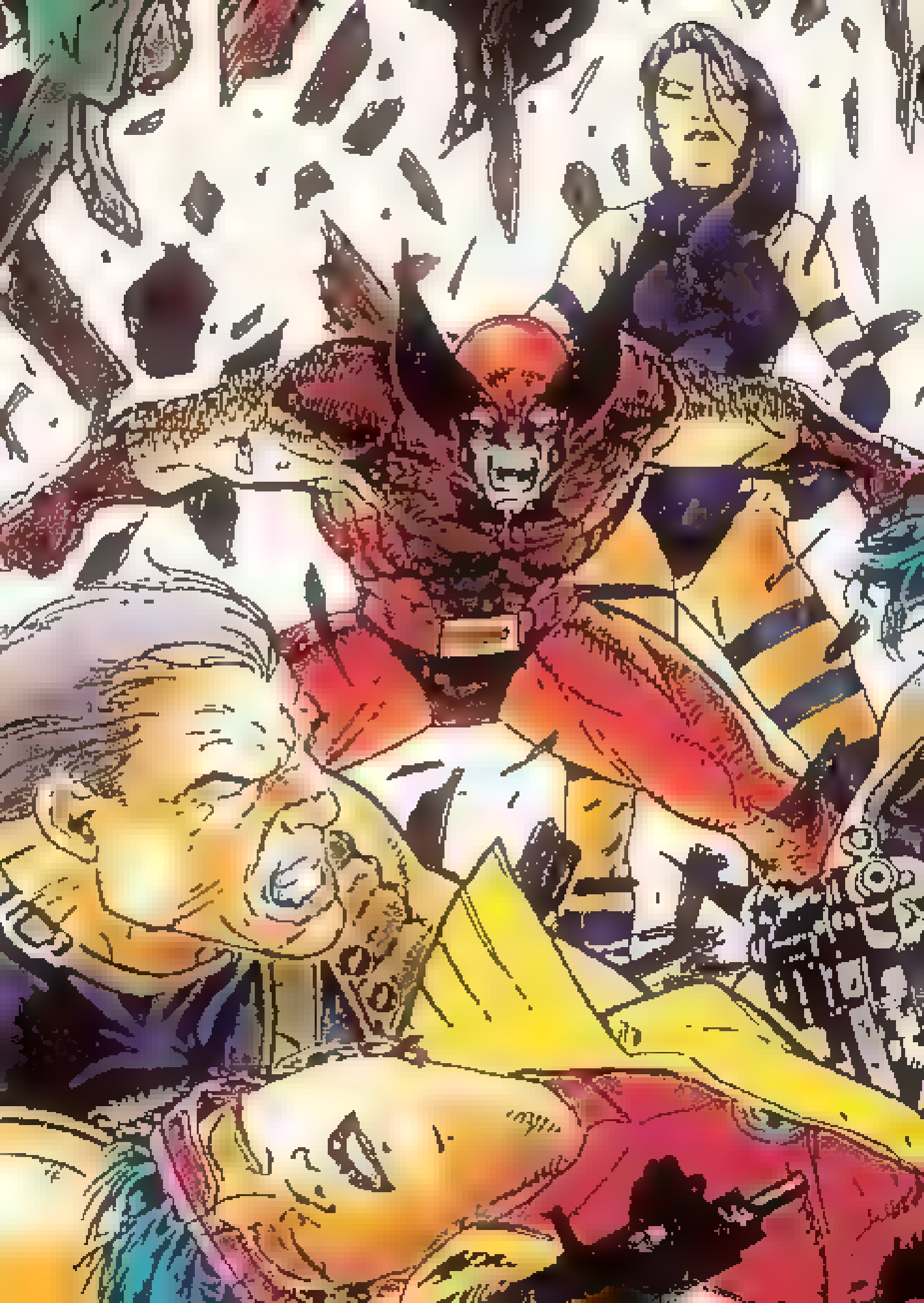

TRADING CARDS

13 - HARRIERS

On Madripoor's waterfront, freelance soldiers of fortune called the Harriers are lead by retired commando, Hardcase Malone, and are hired by Wolverine to evaluate the team skills of Jubilee and Psylocke.

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TRADING CARDS

14 - MAGISTRATES

Magistrates, the federal police of the country of Genosha, are capturing mutants to be slaves for their country. Without these slaves, the country's financial prosperity would soon decay.

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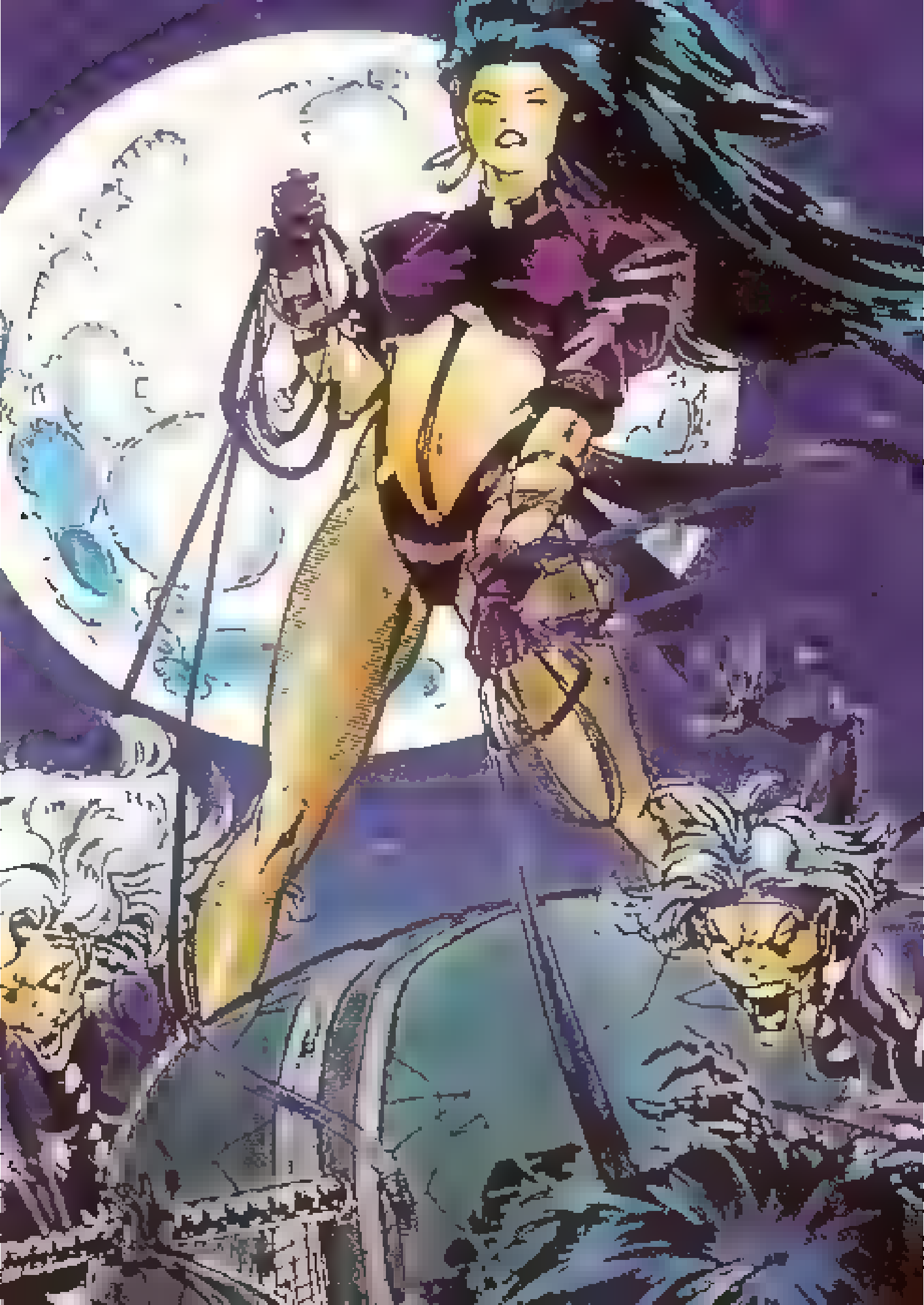

TRADING CARDS

15 - LIAN

On the outskirts of Cairo, Illinois, a hunt is taking place. The hunter, Lian, servant of the Shadow King, and her hounds give chase to the X-Men's adolescent version of Storm and her Cajun mutant friend Gambit.

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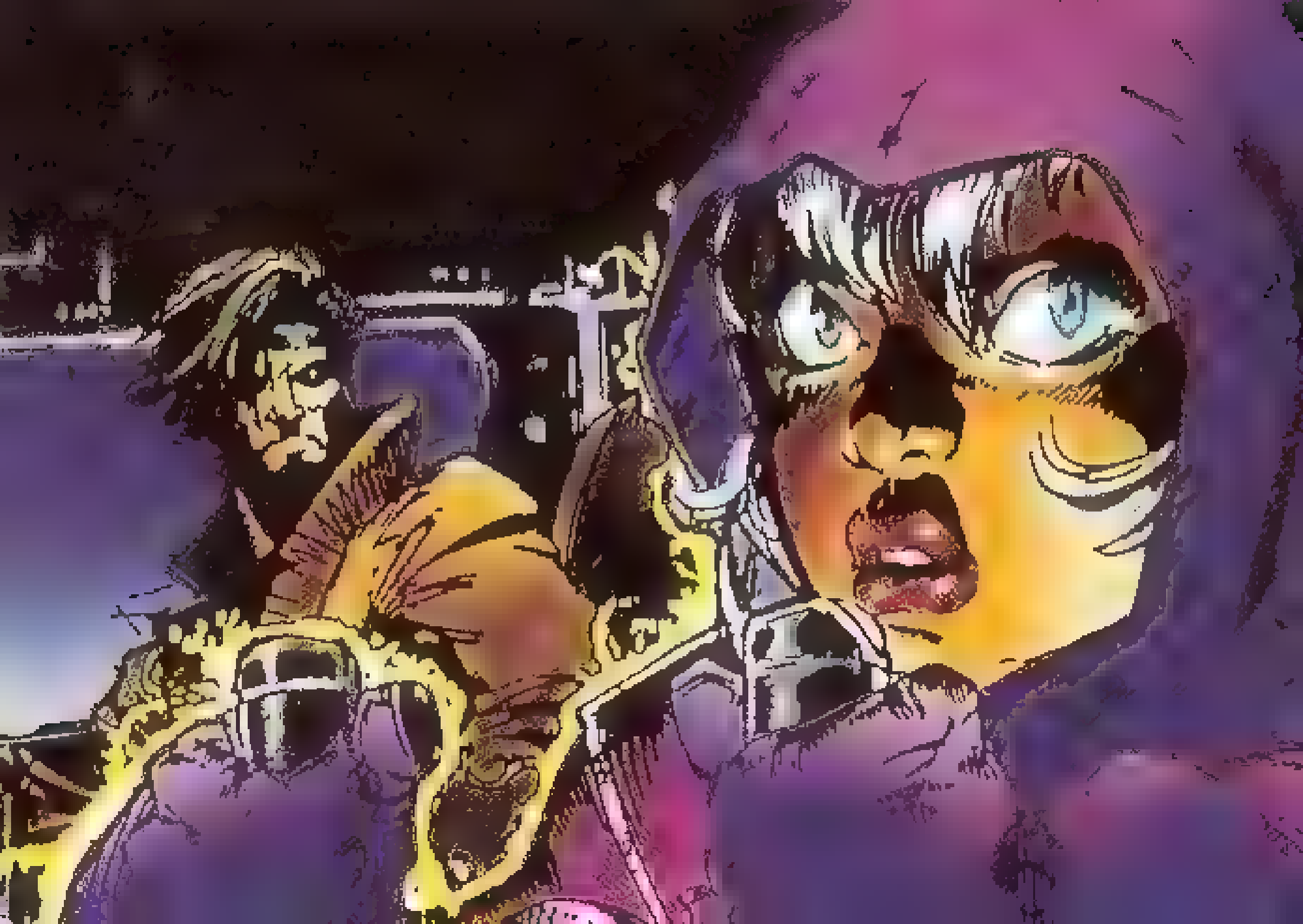

TRADING CARDS

16 - STORM

Using her mutant abilities to control weather, Storm uses her wind power to lift an abandoned DC-6 airplane to make their escape from Lian's hounds.

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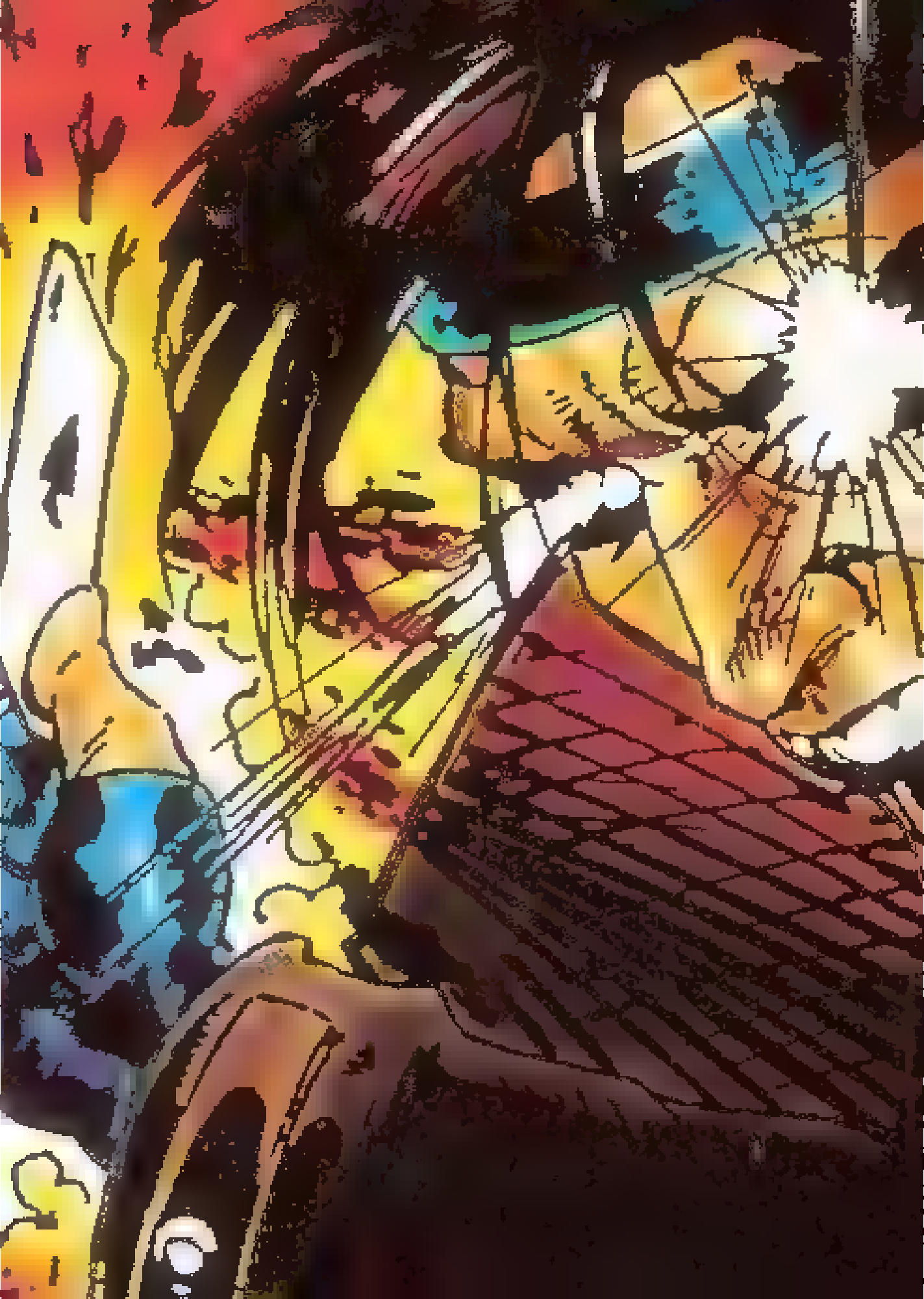

TRADING CARDS

17 - GAMBIT

After escaping the hounds and Lian, Storm's and Gambit's tattered plane is attacked by spacecraft owned by the child collector, Nanny. Seeing Nanny and her associate, the Orphanmaker, Ororo's young memory snaps, as her past floods her mind.

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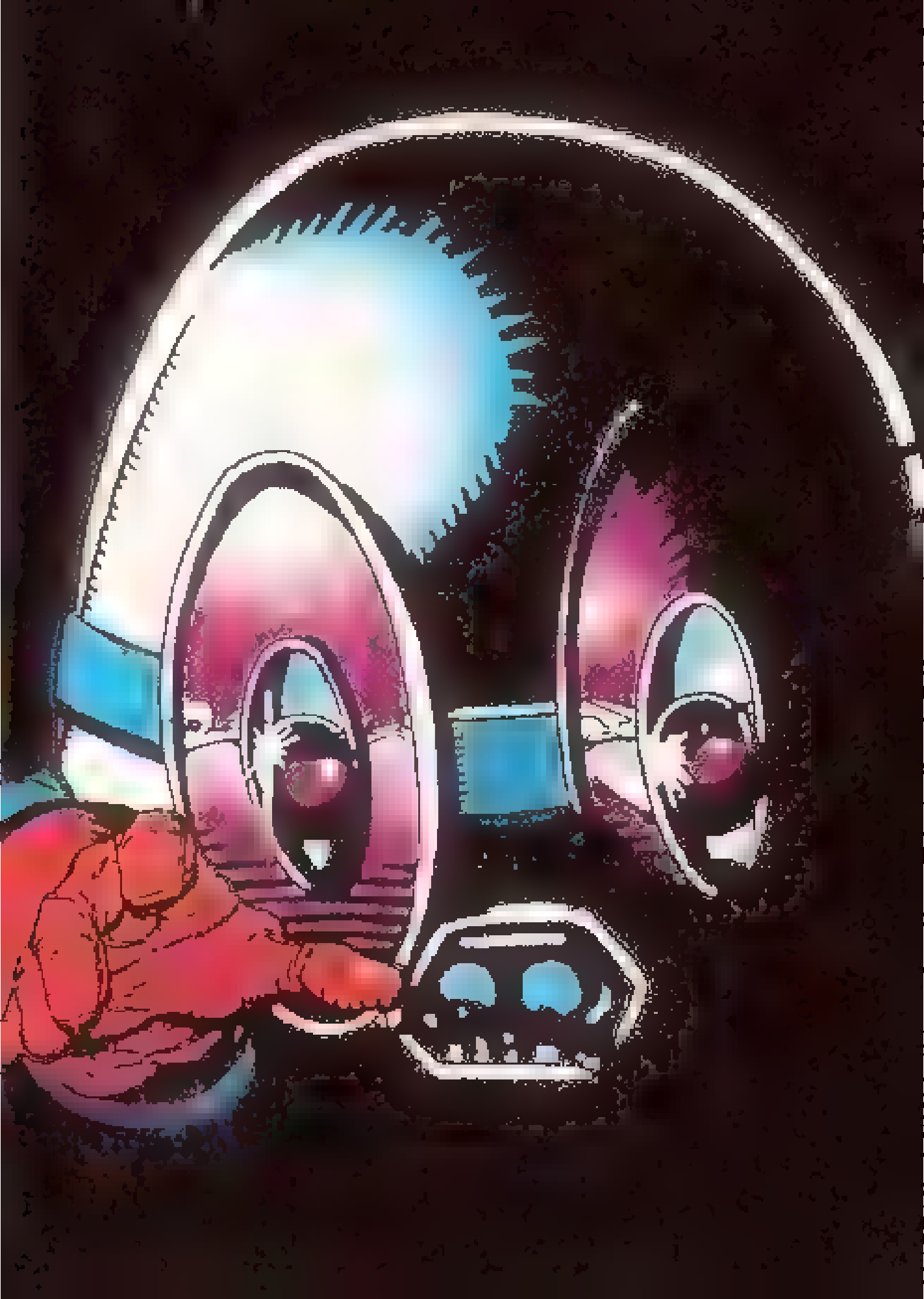

TRADING CARDS

18 - NANNY

Ororo remembers how Nanny captured the mature Ororo out of the Australian skies and pulled her into the ship. Once in the ship, Storm is substituted for by a live-model decoy. From the ground, the X-Men try to save Storm, as Havok fires a plasma blast at the ship. Nanny blocks the blast with an energy shield, but under the cover of a flare, releases a decoy ship and the live-model decoy of Storm, which both crash and burn. The X-Men believe Storm is dead.

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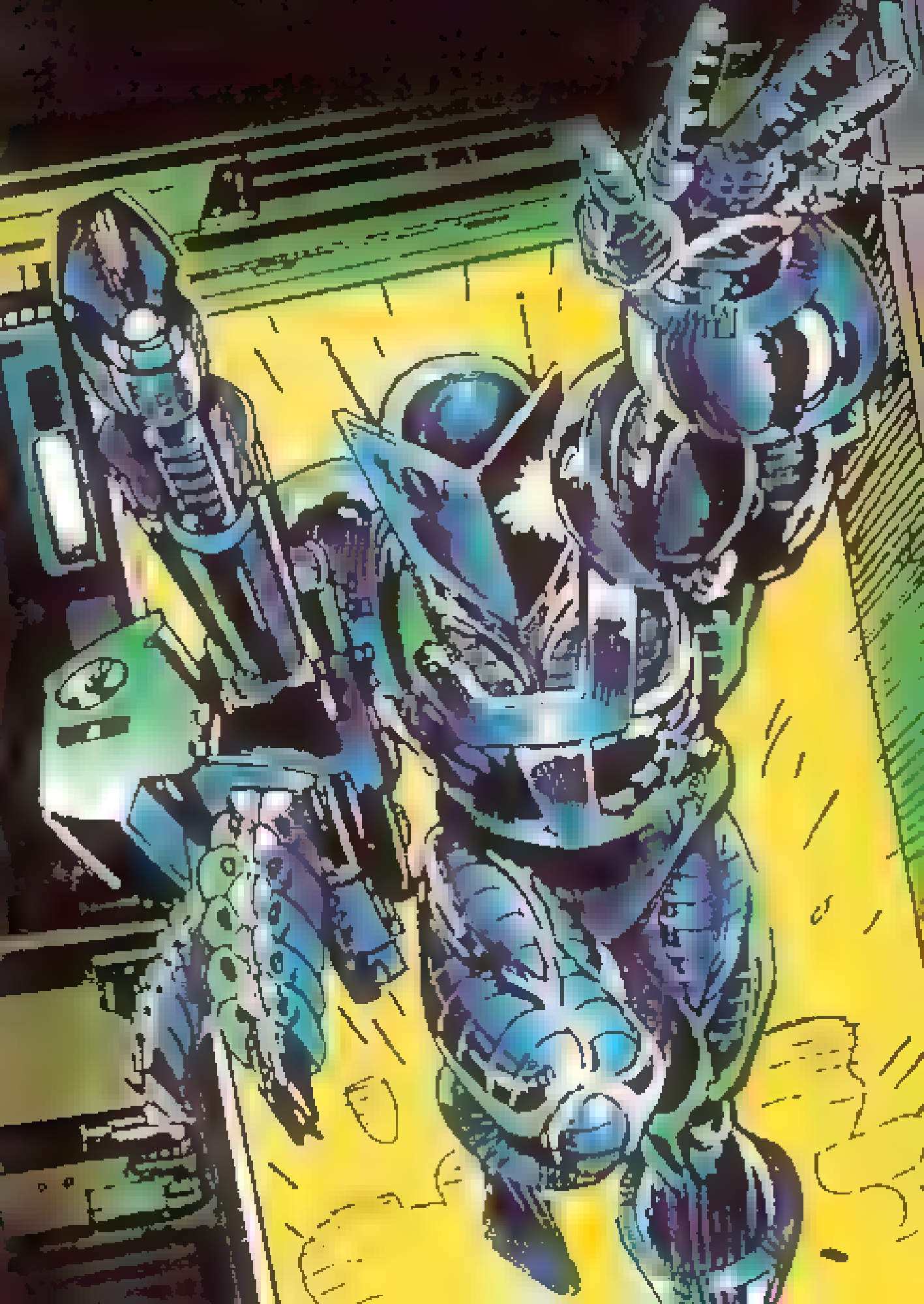

TRADING CARDS

19 - ORPHANMAKER

With young Storm in a panic over her past memories, Gambit blasts the Orphanmaker with an energy card, as Nanny flies away to escape further harm.

Gambit and Storm retreat to Gambit's part of the country, the French Quarter of New Orleans. The Orphanmaker and Nanny return, locating and capturing Gambit as Storm pursues them .

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TRADING CARDS

20 - PARTNERS

Sneaking onto Nanny's ship, Storm puts on a suit of armor and rescues Gambit. During the battle, Nanny's ship is damaged and crashes into the swamp, as Storm and Gambit escape safely. With her memory restored, Storm, along with Gambit, go to find her old teammates, the X-Men.

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TRADING CARDS

21 - TOGETHER AGAIN

It's been forty-nine years since these three heroes worked together to stop the Germans from teaming up with the assassin group known as the Hand.

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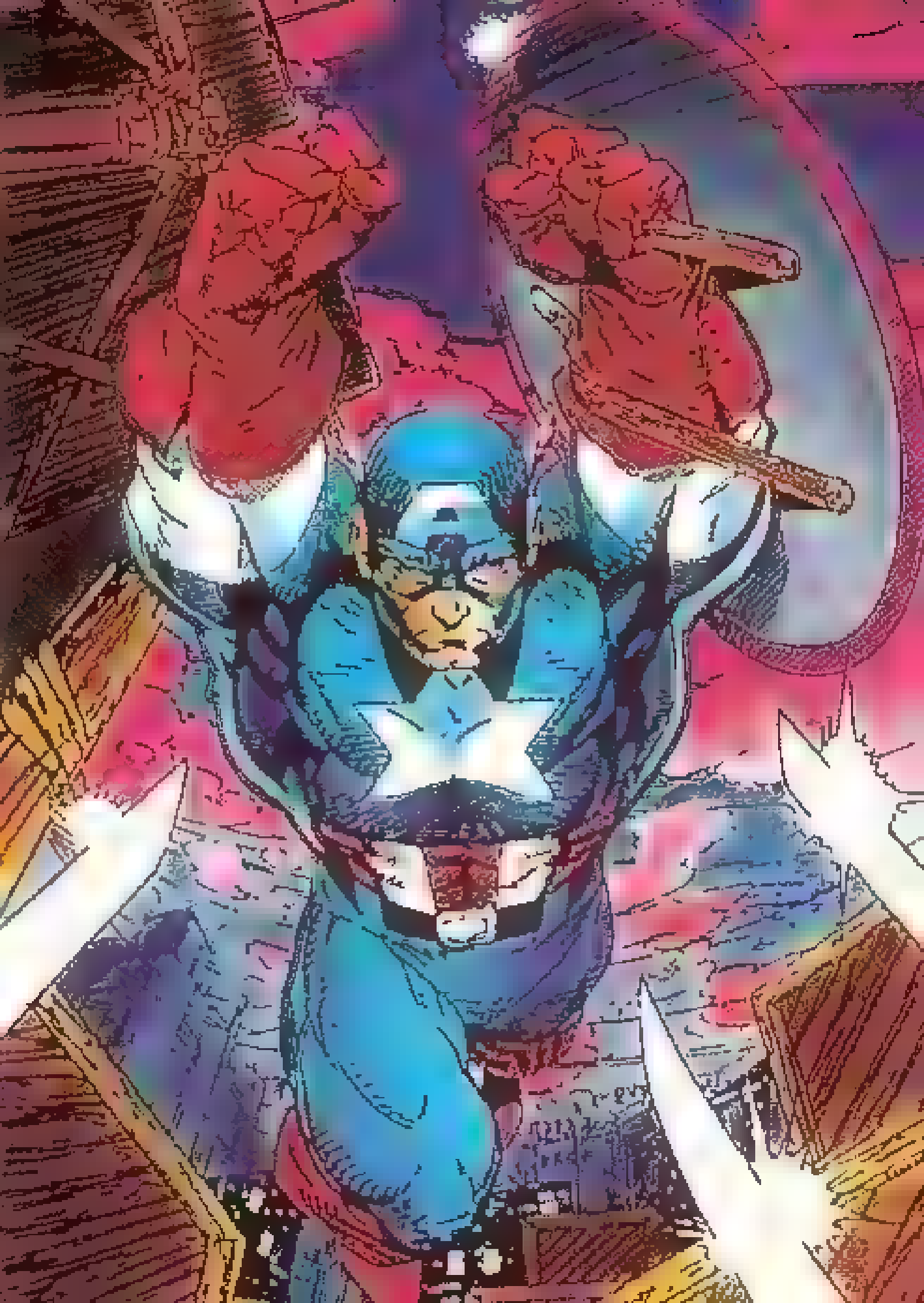

TRADING CARDS

22 - CAPTAIN AMERICA

Madripoor - late summer of 1941 - Captain America is in the middle of a battle against sword carrying members of the assassin group, the Hand.

Out of the darkness comes Logan, assisting Captain America in his fight.

Forty-nine years later, we find the Russian heroine, the Black Widow, fighting the same assassin group.

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TRADING CARDS

23 - FRIEND

Logan sits at a local Madripoor bar with Captain America and the Russian they have rescued from the Hand. The Russian reveals he was trying to rescue a young girl, Natasha Alianovna Romanoff, who was in his care. The Germans have teamed up with the Hand to try to make the girl the Hand's master assassin.

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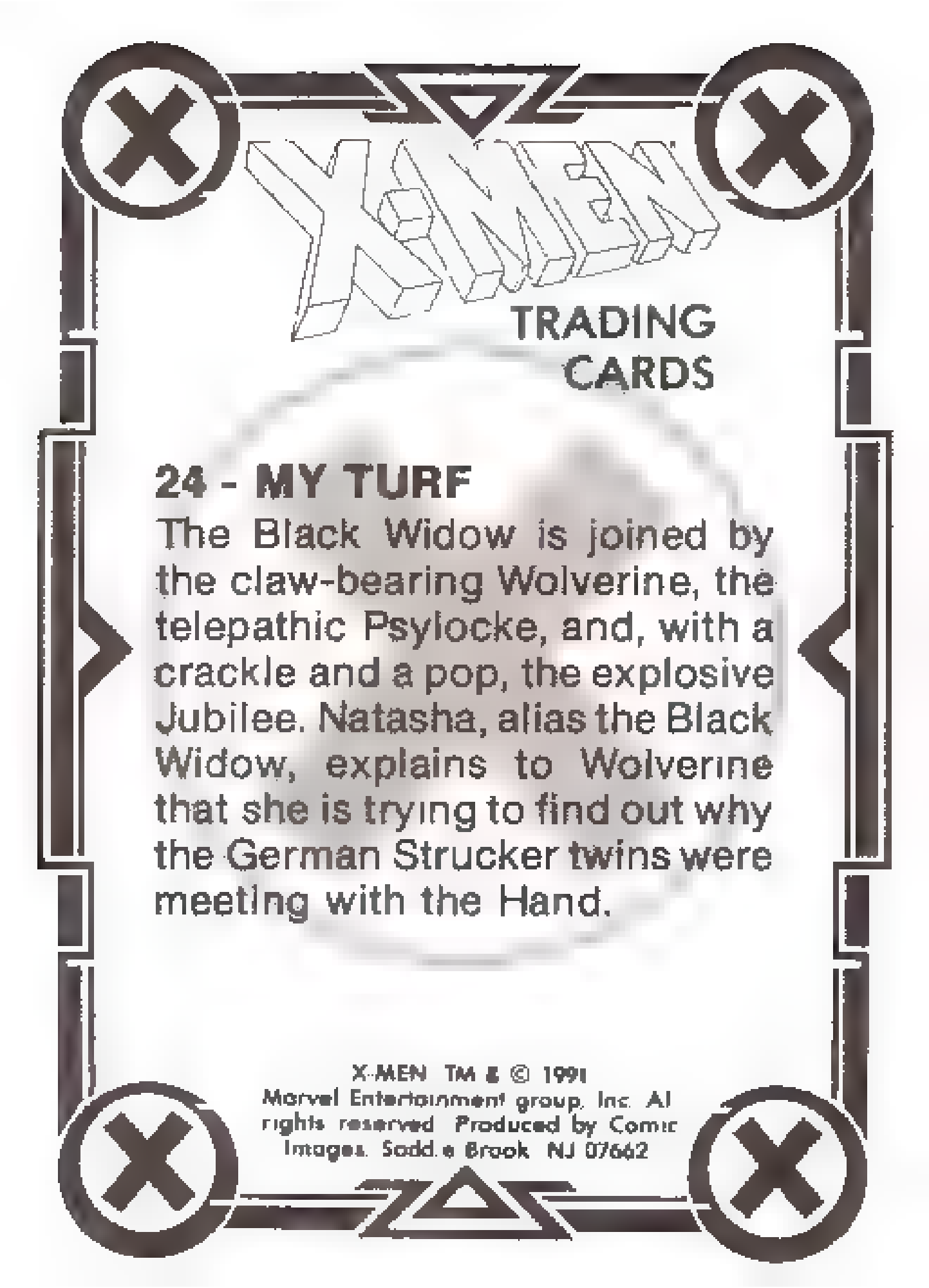
X-MEN
TRADING CARDS
24 - MY TURF
The Black Widow is joined by the claw-bearing Wolverine, the telepathic Psylocke, and, with a crackle and a pop, the explosive Jubilee. Natasha, alias the Black Widow, explains to Wolverine that she is trying to find out why the German Strucker twins were meeting with the Hand.
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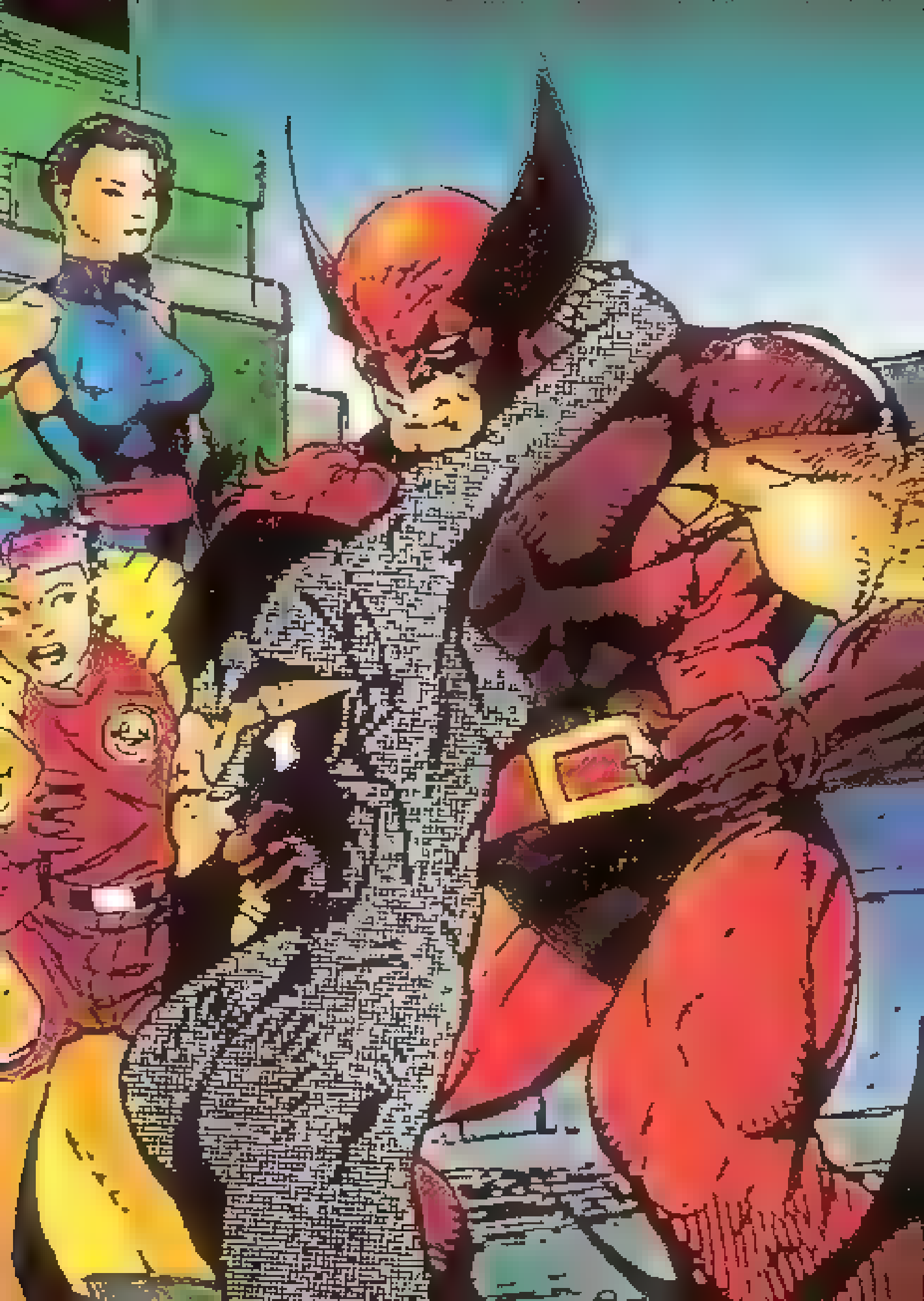

TRADING CARDS

25 - BLACK WIDOW

Exhausted, Natasha collapses into Wolverine's arms. Later, after the Black Widow is bandaged and rested, Wolverine, Psylocke, Jubilee and Natasha sneak aboard a ship where they believe the Hand's leader is meetkng with the German Strucker twins. Wolverine and his partners realize they have been fooled by imposters, while the real Strucker twins and the leader of the Hand watch from afar, planning their future.

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TRADING CARDS

26 - TO THE RESCUE

1941, in the midst of rescuing the young girl Natasha, Captain America, the Russian and Logan are captured. Logan is able to break free dispite being shot and releases everybody. Together they fight, the Hand and the Germans. After a victorious battle, Logan gets Captain America. Natasha and her Russian guardian on a plane and safely in the air.

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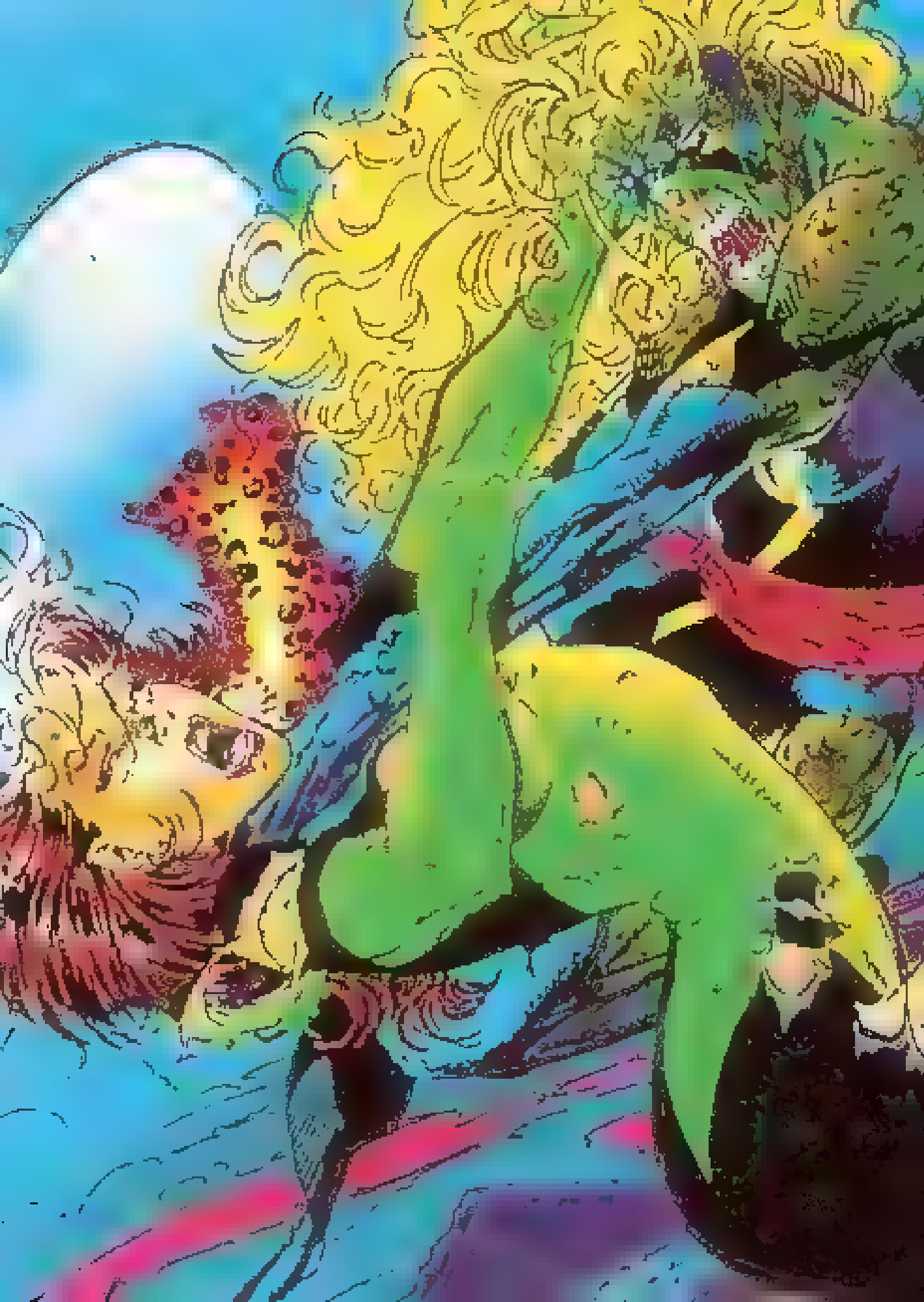

TRADING CARDS

27 - CONFLICT

Blasting out of the seige perilous portal in Australia comes the missing X-Men, Rogue. The seige perilous is a portal through which anyone passing is given the opportunity to realize his or her fondest wishes. Five X-Men passed through it, Rogue, while battling Master Mold, and later Psylocke, Havok, Colossus and Dazzler, while escaping from the Reavers.

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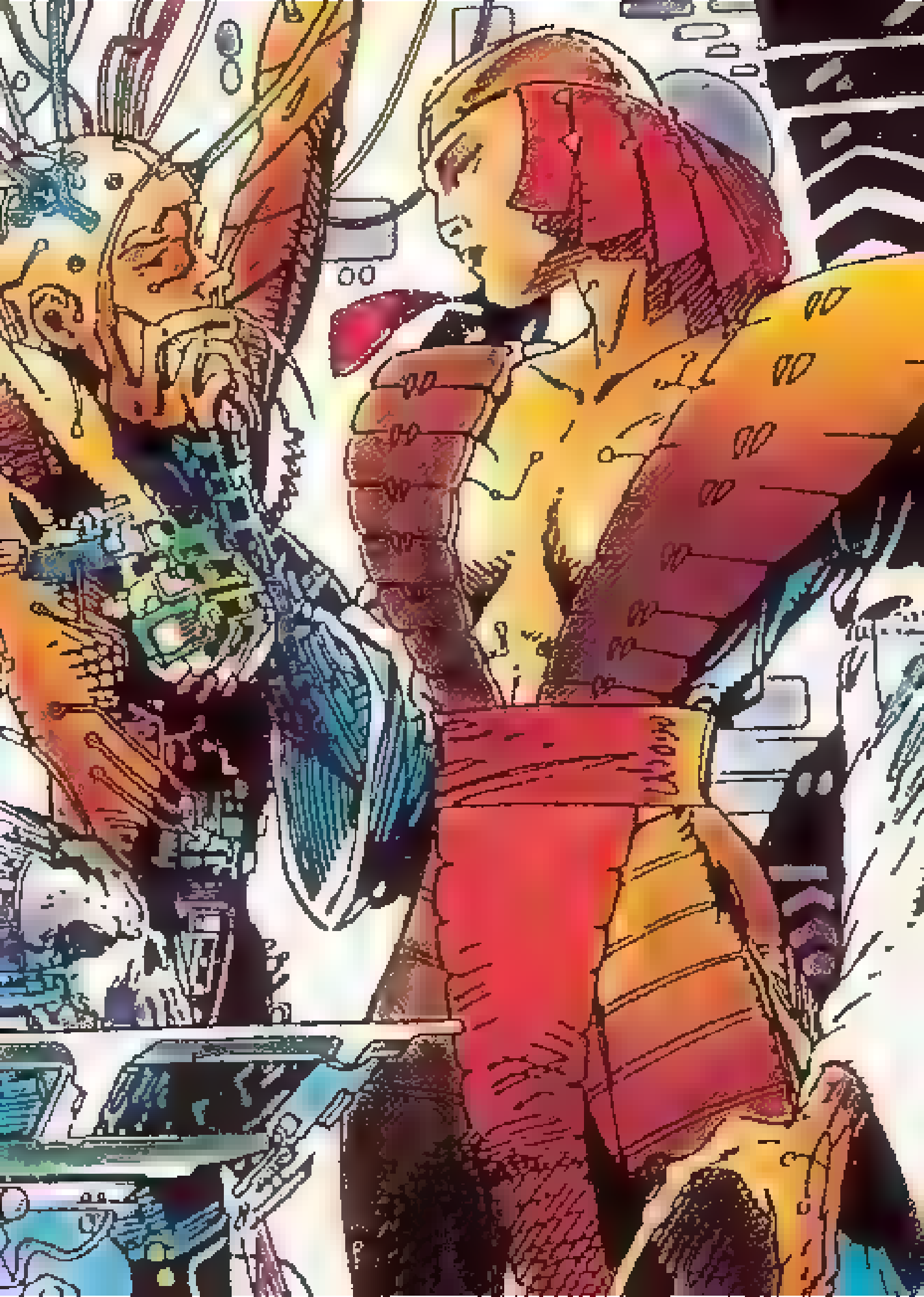

TRADING CARDS

28 - CYBORGS

Alone, without the X-Men and feeling different than before, Rogue faces the cyborg group named the Reavers. Unaware that the Reavers have reclaimed their headquarters from the X-Men, Rogue is captured.

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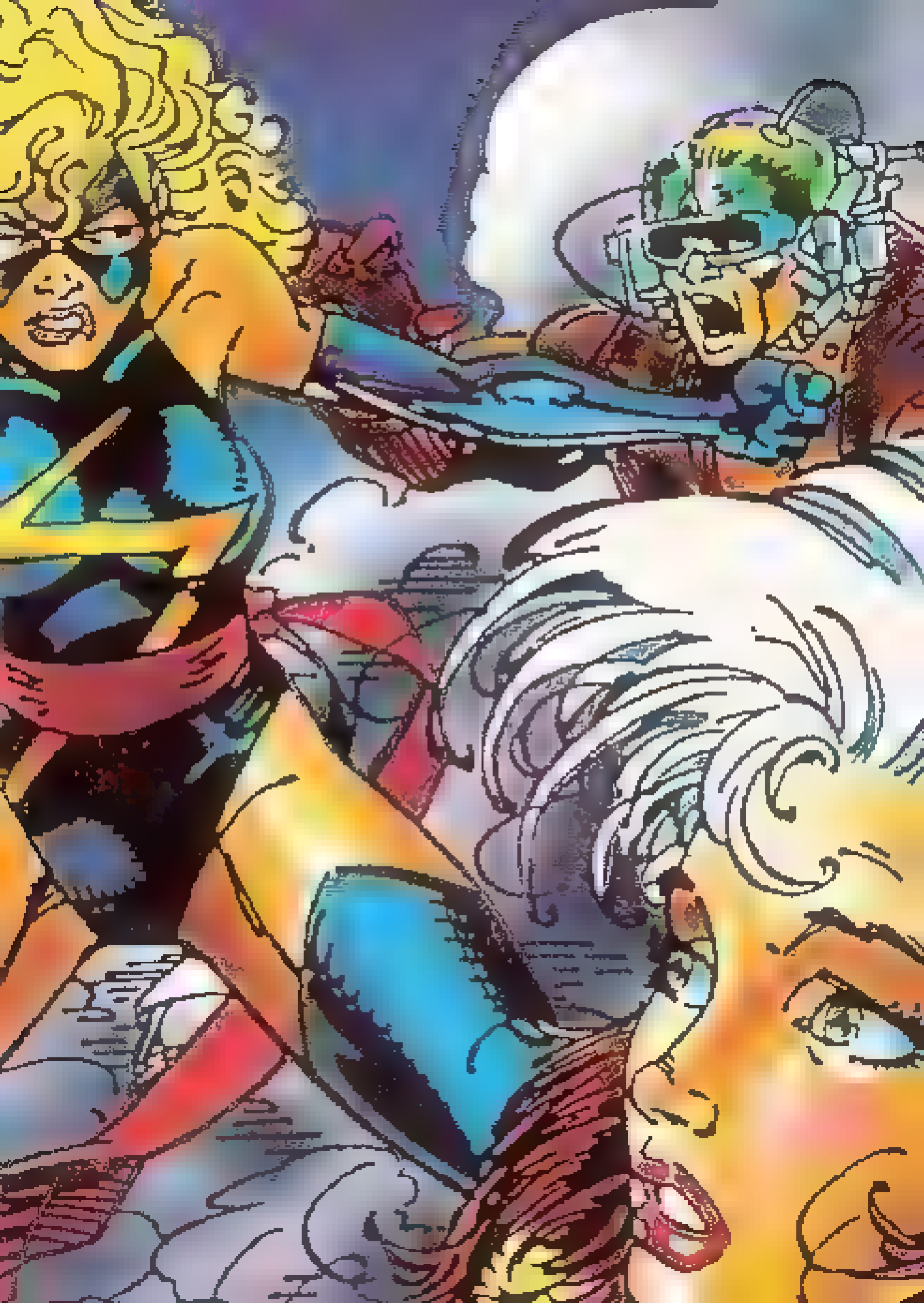

TRADING CARDS

29 - MS. MARVEL

When Rogue went through the seige perilous, her fondest wish was to completely separate her personality from that of Carol Danvers, alias Ms. Marvel, whom she somehow permanently absorbed.

Aiming to kill Rogue, the Reavers are stopped by the original Ms. Marvel, who is now separated from Rogue

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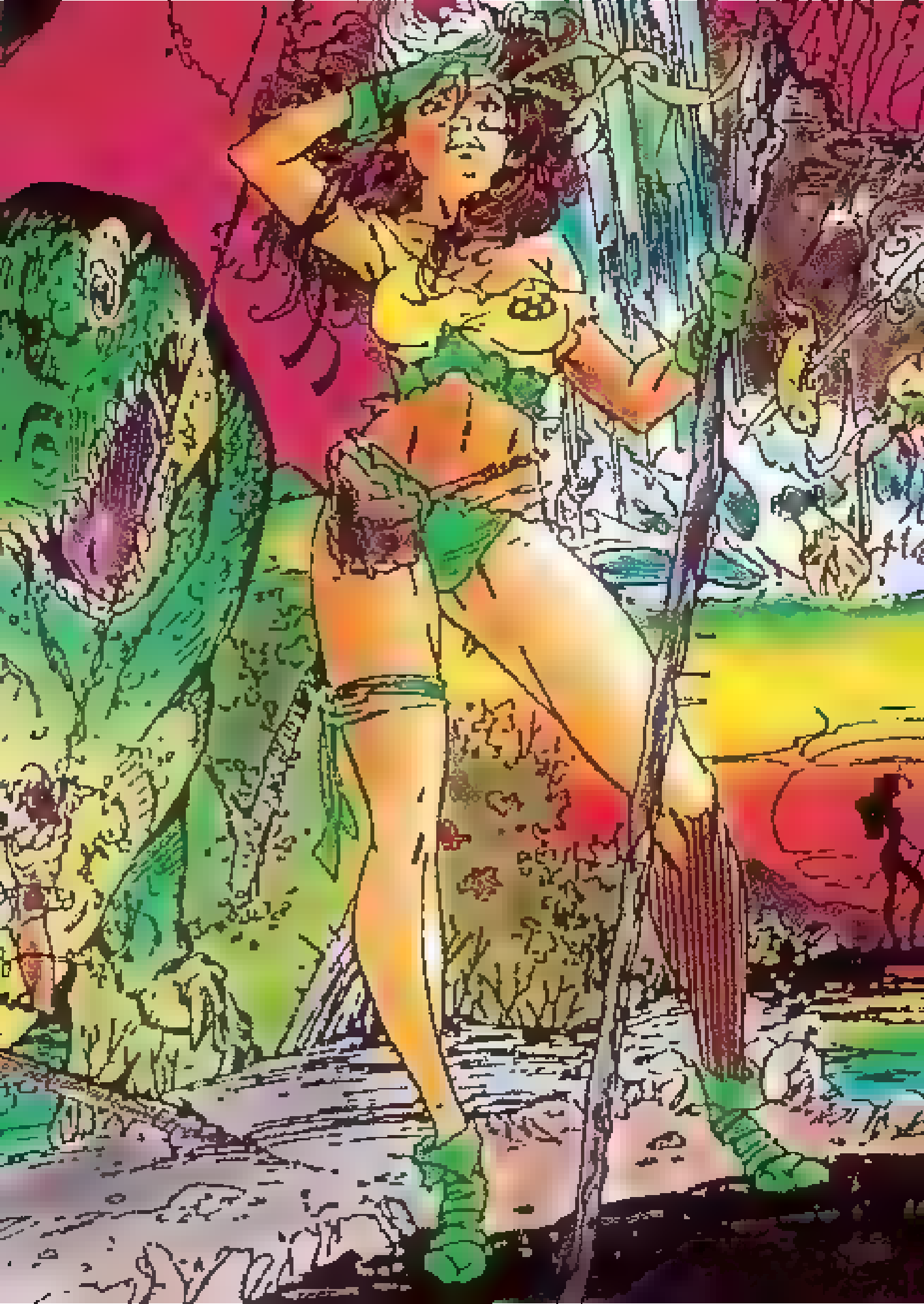

TRADING CARDS

30 - SAVAGE LAND

Rogue finds her powers gone except for the ability to absorb someone elses powers. Using this power, she absorbs Gateway's ability to open portals to other places on Earth. Ms. Marvel follows behind her. The portal takes Rogue to the Savage Land, a prehistoric oasis located amidst the icy desolation of Antarctica. The portal takes Ms. Marvel to Muir Isle.

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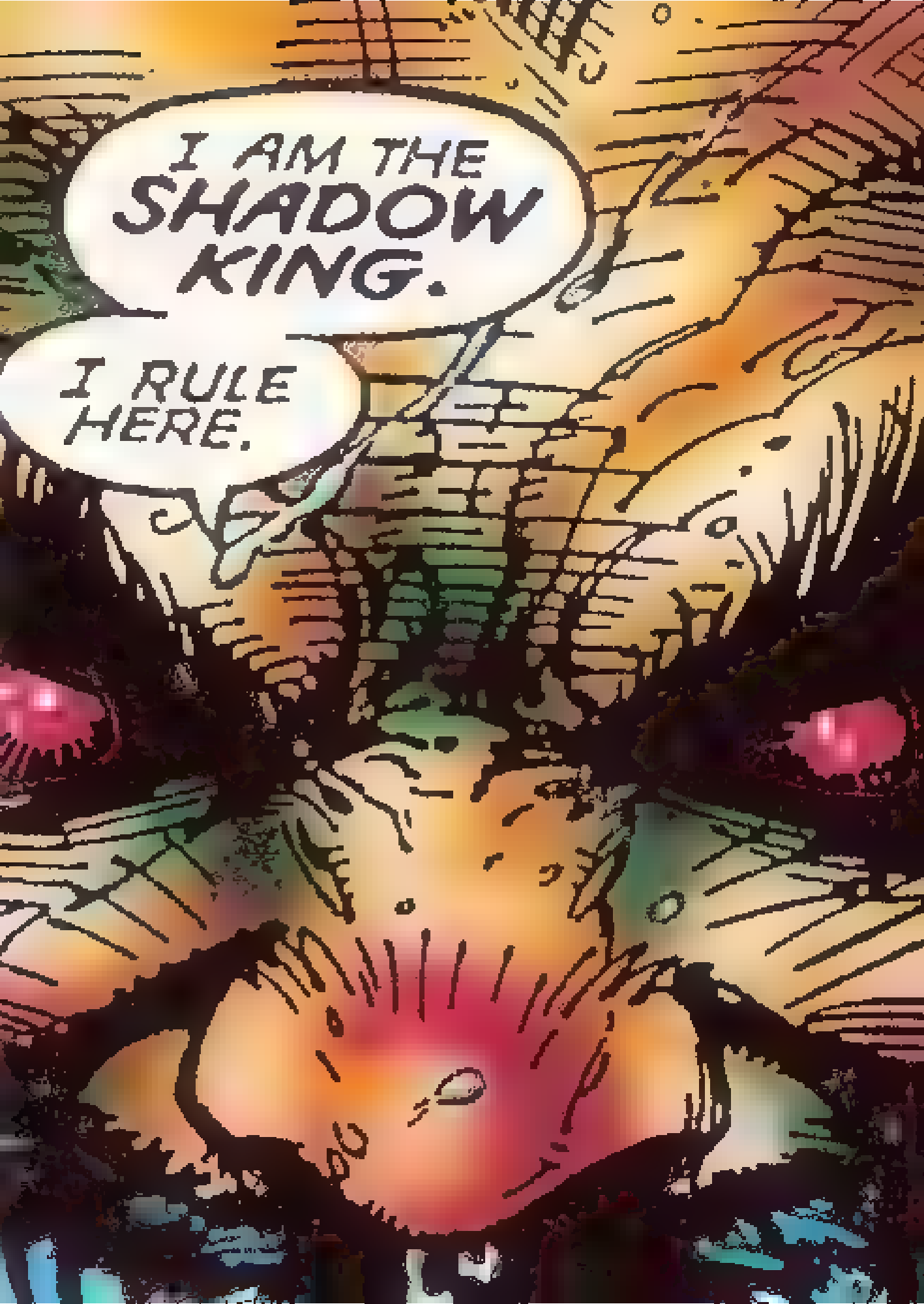
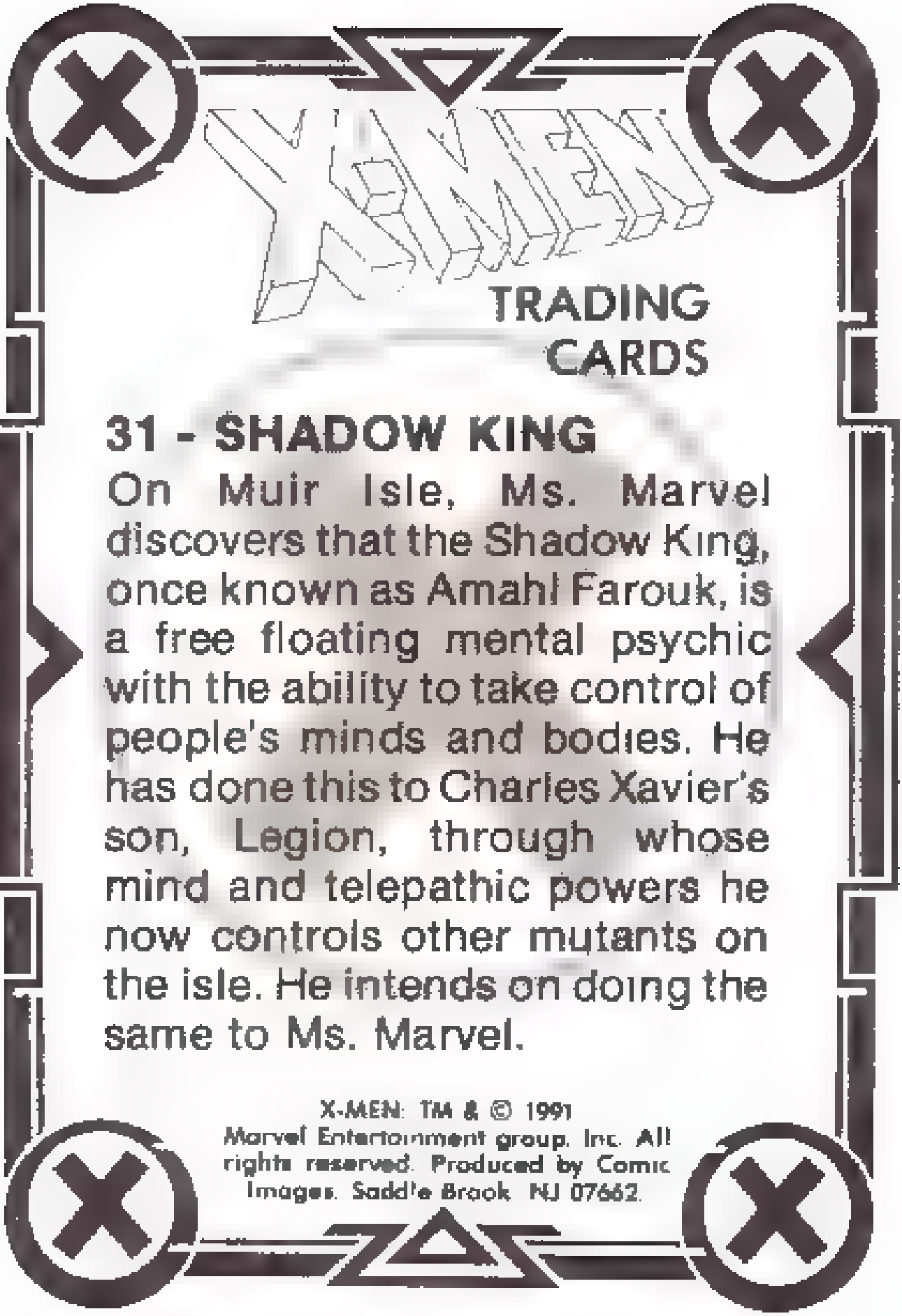

I AM THE SHADOW KING.
I RULE HERE.



31 - SHADOW KING

On Muir Isle, Ms. Marvel discovers that the Shadow King, once known as Amahl Farouk, is a free floating mental psychic with the ability to take control of people's minds and bodies. He has done this to Charles Xavier's son, Legion, through whose mind and telepathic powers he now controls other mutants on the isle. He intends on doing the same to Ms. Marvel.

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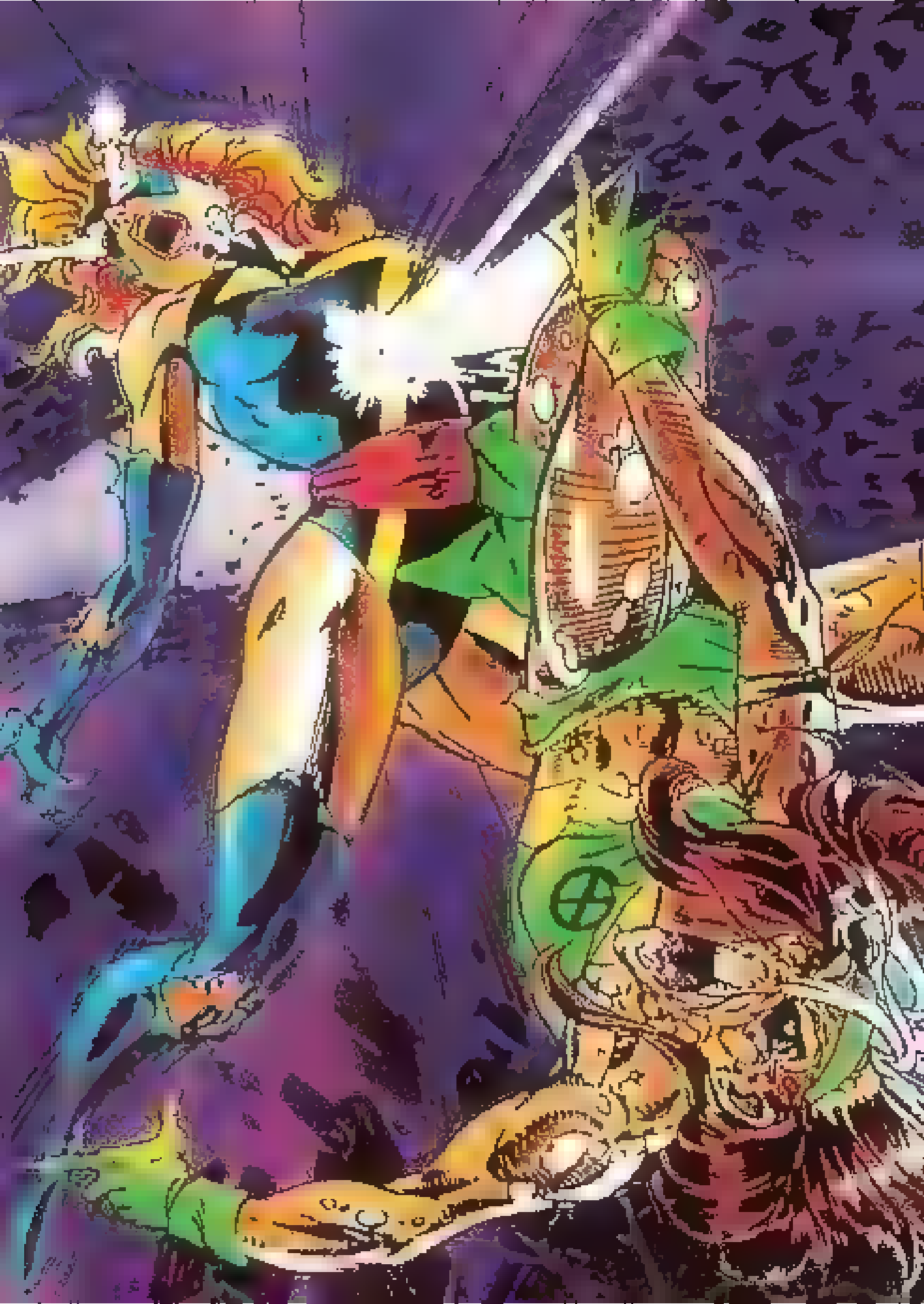

TRADING CARDS

32 - DRAINED

Under the Shadow King's influence, Ms. Marvel fights Rogue for her "life-force," realizing they don't have enough between them to sustain two independent beings. One will rot and die as the other prospers. Just as Ms. Marvel has the upper hand over Rogue, she is struck from behind.

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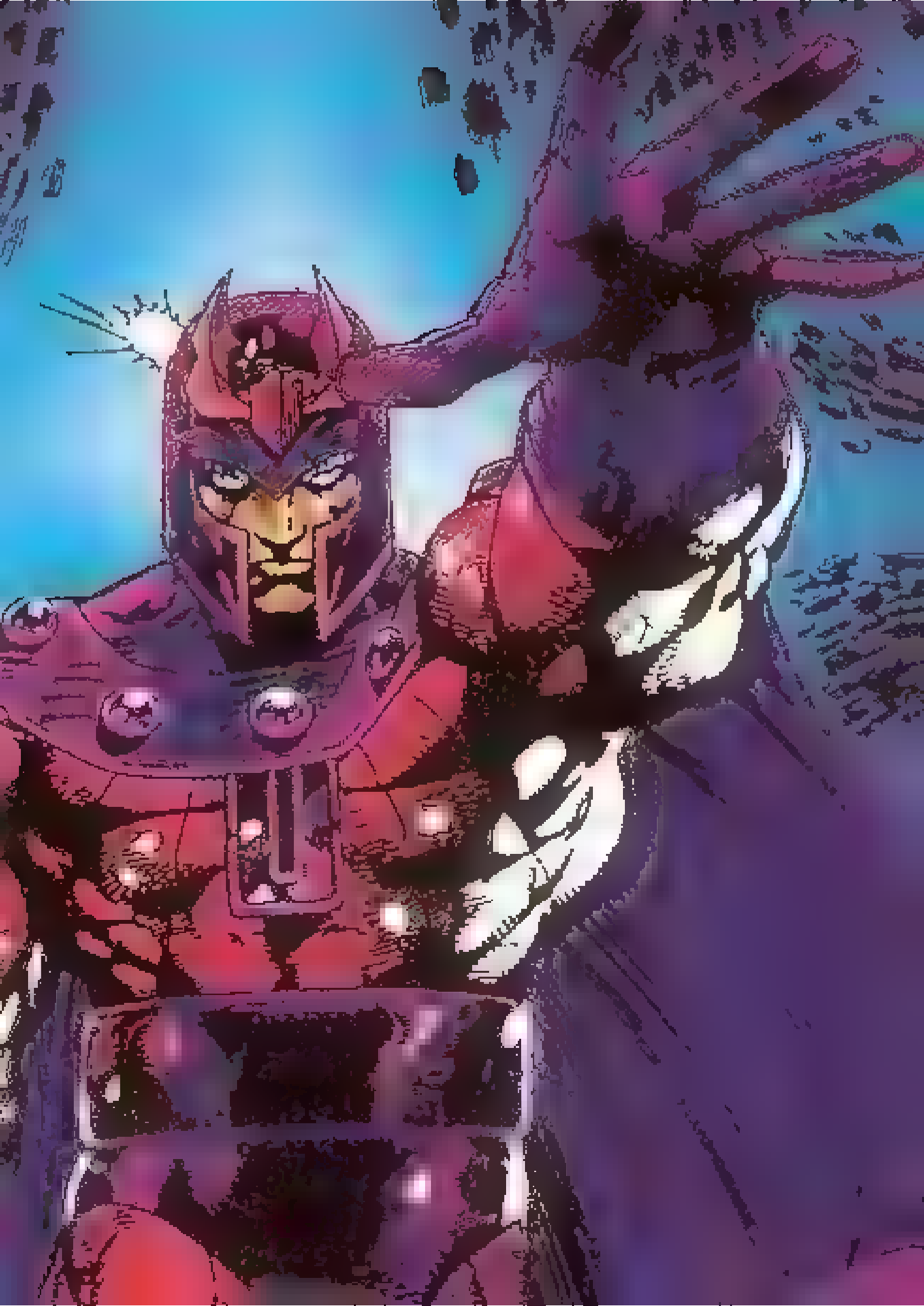

TRADING CARDS

33 - MAGNETO

Rogue awakens from the battle and finds Magneto has saved her from Marvel Girl. With some device, he restores her life-essence and power from that of Ms. Marvel and in turn reintegrates Ms. Marvel's bio-matrix with Rogue's. The recovery process leaves Rogue temporarily without powers.

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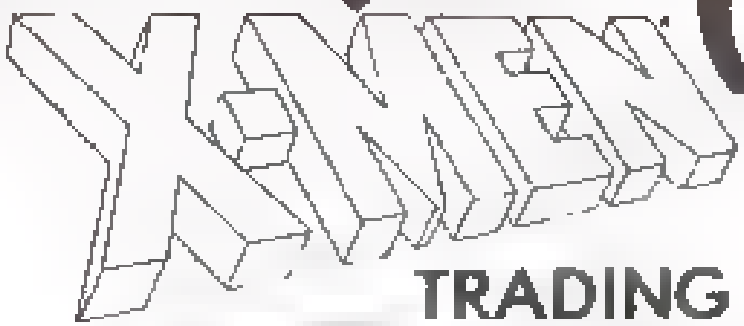

TRADING CARDS

34 - FIRST STRIKE

The small East African island republic of Genosha has sworn vengeance on the X-Men for past acts of aggression and will attempt to bring the X-Men to justice. Thus begins the "X-tinction Agenda."

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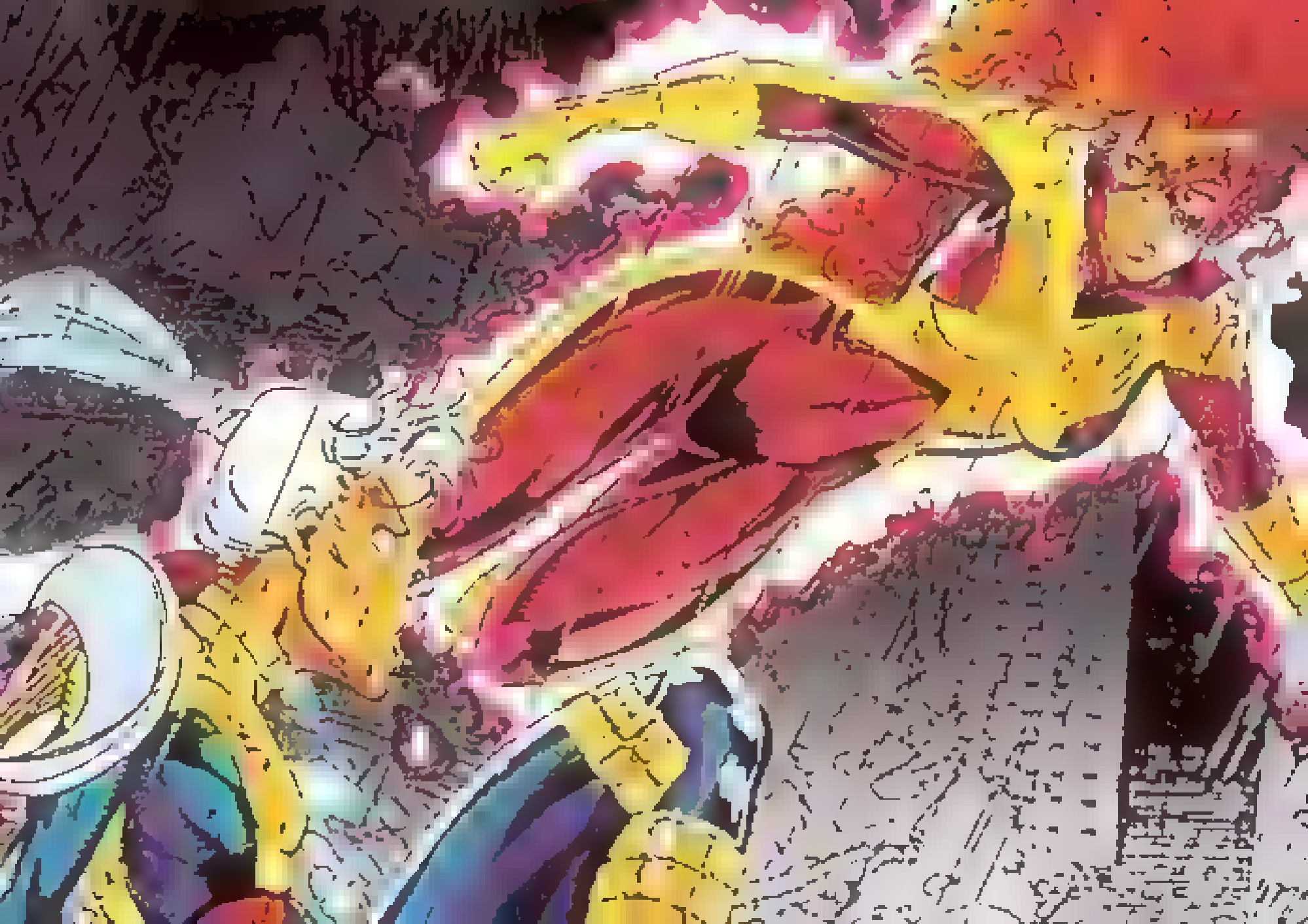

TRADING CARDS

35 - DANGER ROOM

In the danger room located in the lower part of what remains of the Xavier School for the Gifted, we find Storm and Marvel Girl honing their para-human powers. Banshee, Forge and Stevie Hunter observe.

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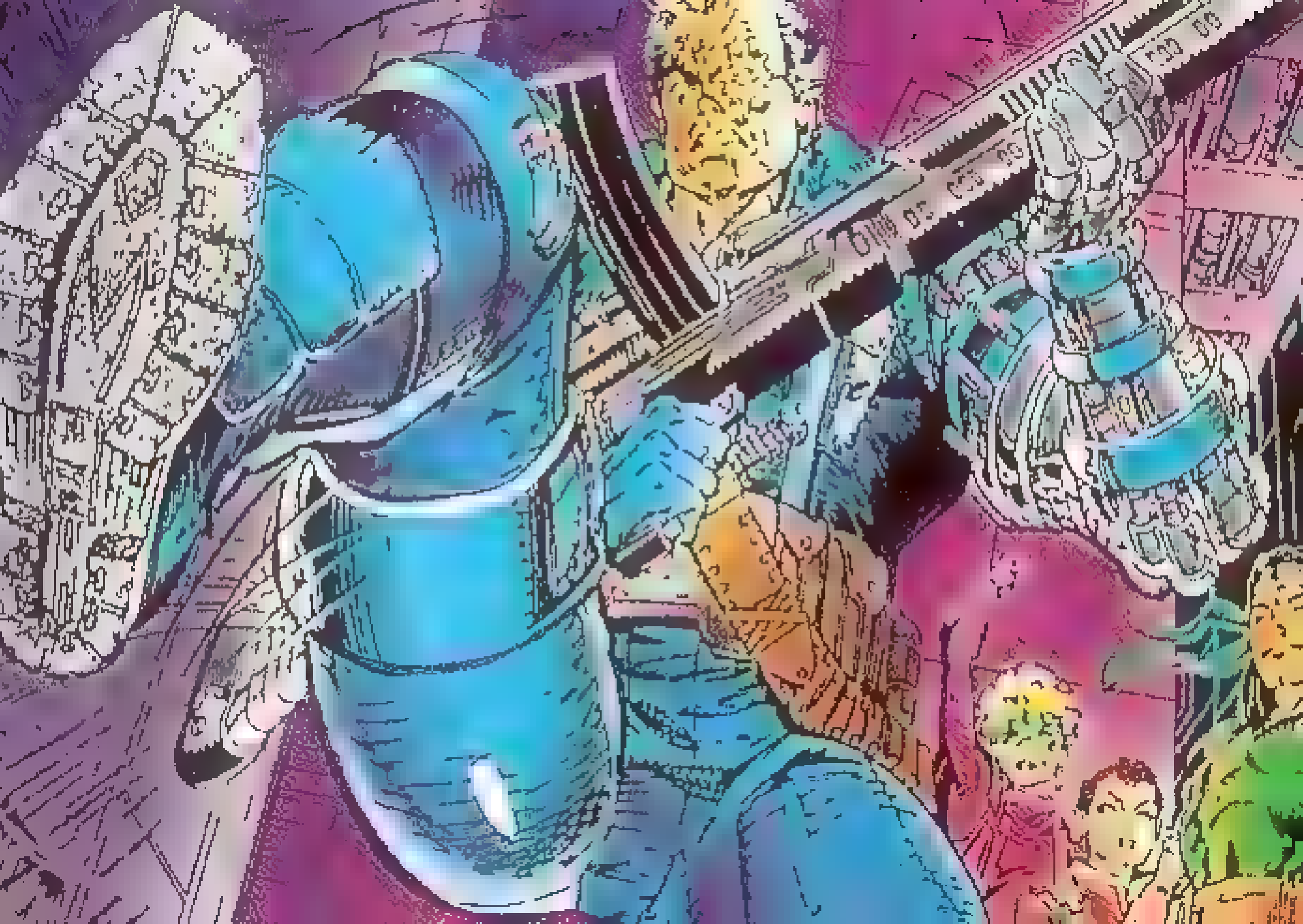

TRADING CARDS

36 - OUR TURN

Cable and the New Mutants bust into the danger room, demanding their turn for a practice session. After a heated discussion, Cable and the X-Men realize they are all part of a greater whole and the facilities must be shared.

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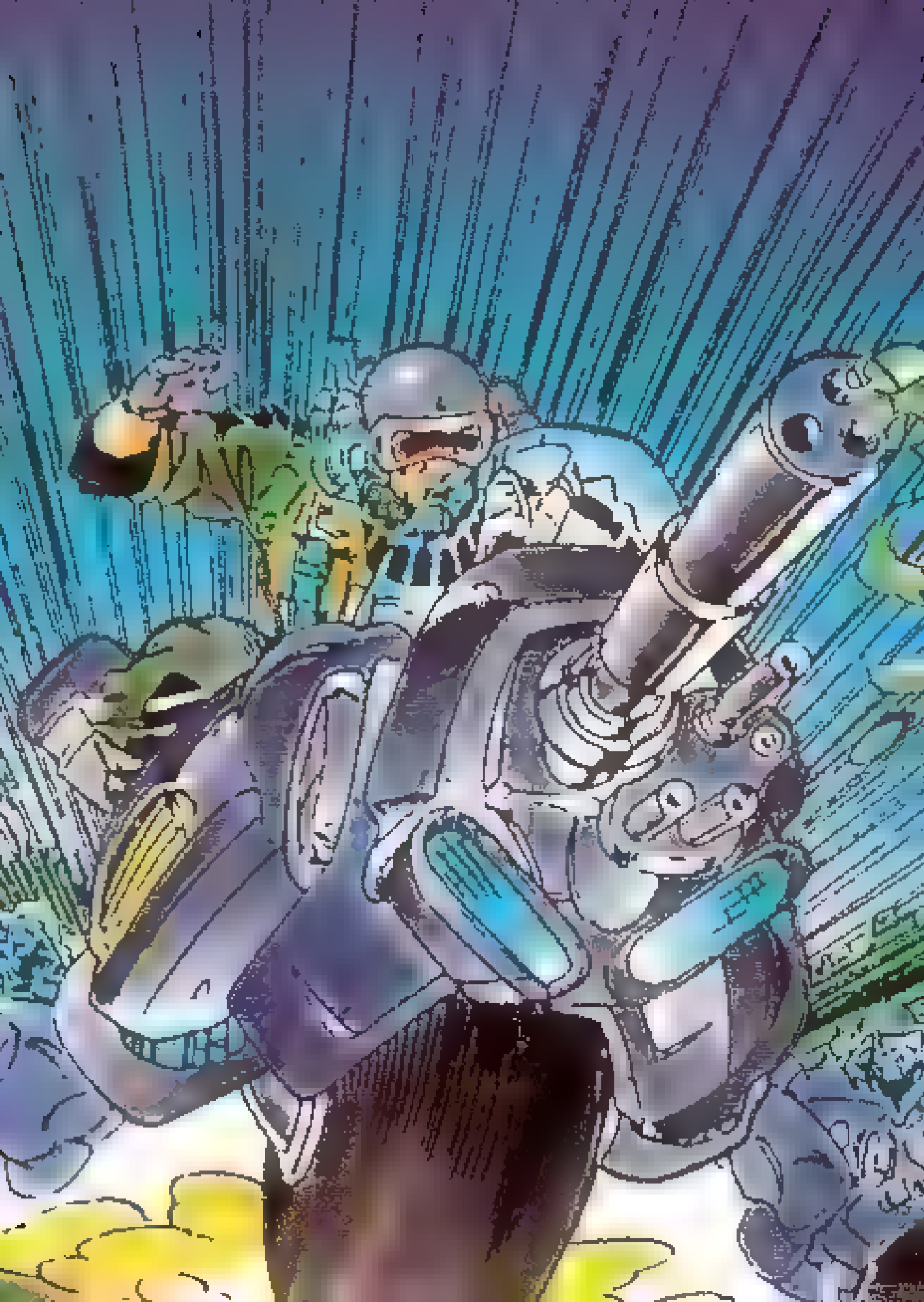

TRADING CARDS

37 - PATHFINDERS

With a blast of concussion explosives, an attack comes from the Genoshan Magistrates, as they invade the Xavier School grounds. Seemingly powerful, these Pathfinders are only the scouts establishing and securing a landing locus.

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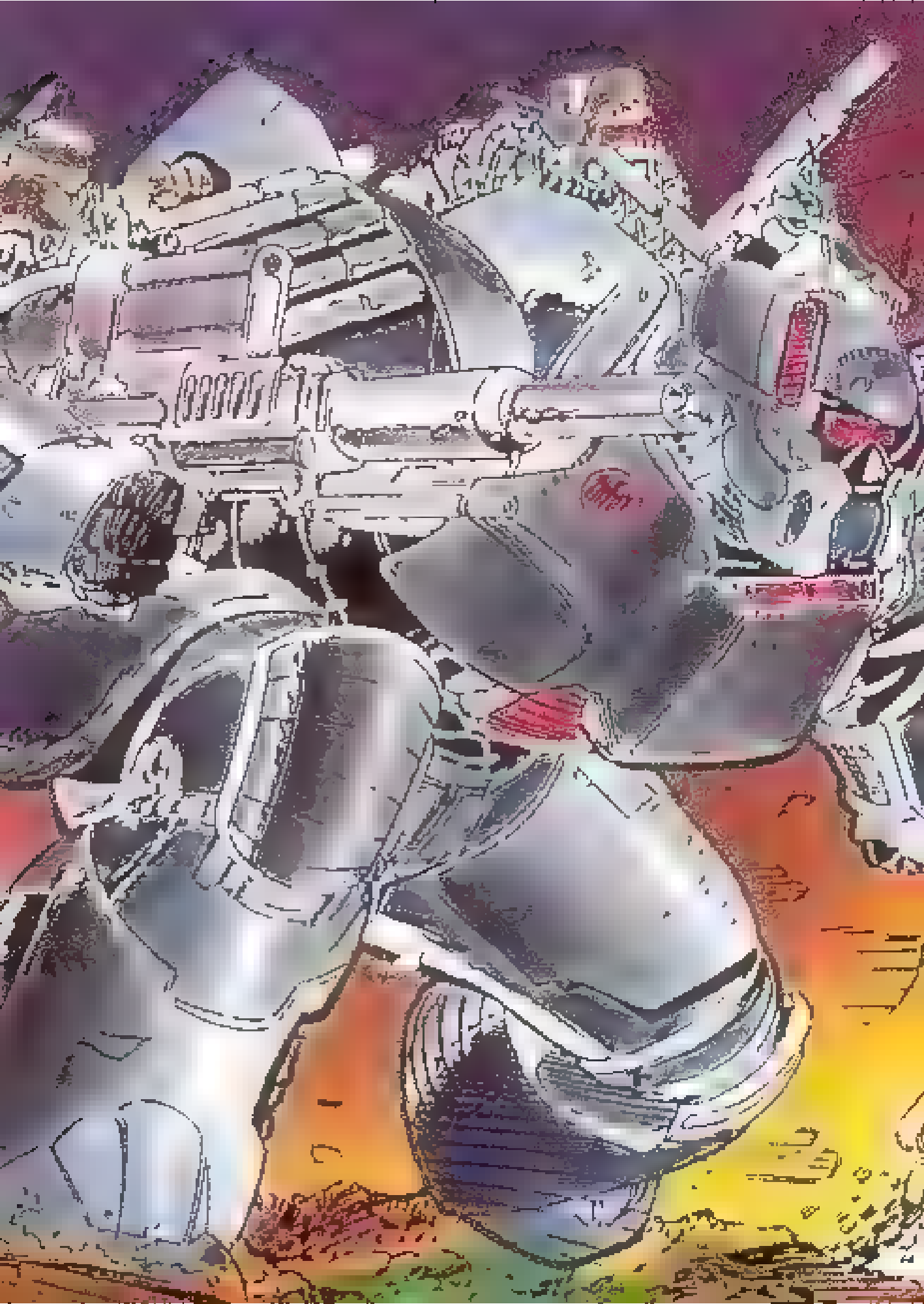

TRADING CARDS

38 - STRIKEFORCE

The more powerful part of the strikeforce teleports in, securing the area Storm realizes that one of the Magistrates is Cyclops' brother, Havok. He seems to have no memory of her and has become part of the Genoshan press gang that enforces the country's laws.

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TRADING CARDS

39 - FLIGHT

Before they know it, Storm and members of the New Mutants are captured and then teleported to the island of Genosha. A few seconds later, Banshee, Cable, Forge and Cannonball surface from the tunnels below to find only a few remains of the battle.

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PENCILS
JIM
LEE
INKS
SCOTT
WILLIA

TRADING CARDS

40 - POWERLESS

Cameron Hodge is behind Genosha's abduction of the mutants from Xavier's School. In Genosha's capital city, Hammer Bay, New Mutant members, Boom-Boom and Rictor run for their lives, after having their powers neutralized.

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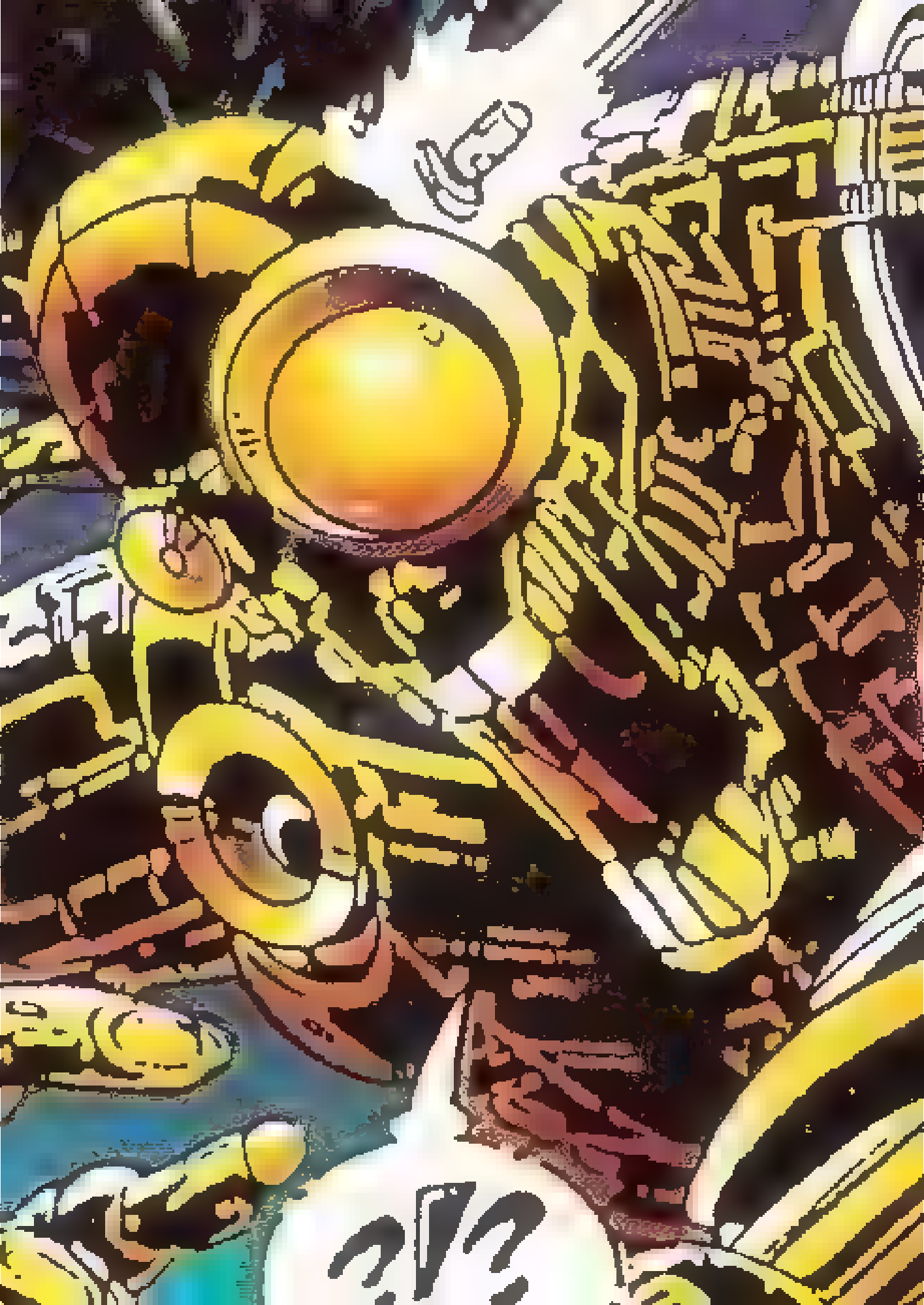

TRADING CARDS

41 - WARLOCK

Hodge believes that he can infuse Warlock's shapeshifting abilities into his own cyborg body. Rahne, known as Wolfsbane of the New Mutants, stops Hodge from absorbing Warlock's power, but the strain on Warlock's alien body is too much as he fades into a pile of dust.

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TRADING CARDS

42 - TAKE 'EM OUT

As the X-Men, X-Factor, and the remaining members of the New Mutants race to the rescue, Wolverine, Psylocke and Jubilee are already on the scene, saving Rictor and Boom-Boom from the Magistrate.

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TRADING CARDS

43 - PSYLOCKE

Boom-Boom and Rictor open their minds up to Psylocke's telepathy. She learns of their abduction from the school, Hodge's torture tactics and Warlock's death. The Magistrate's mutant, named Wipeout, has stripped them of their mutant powers

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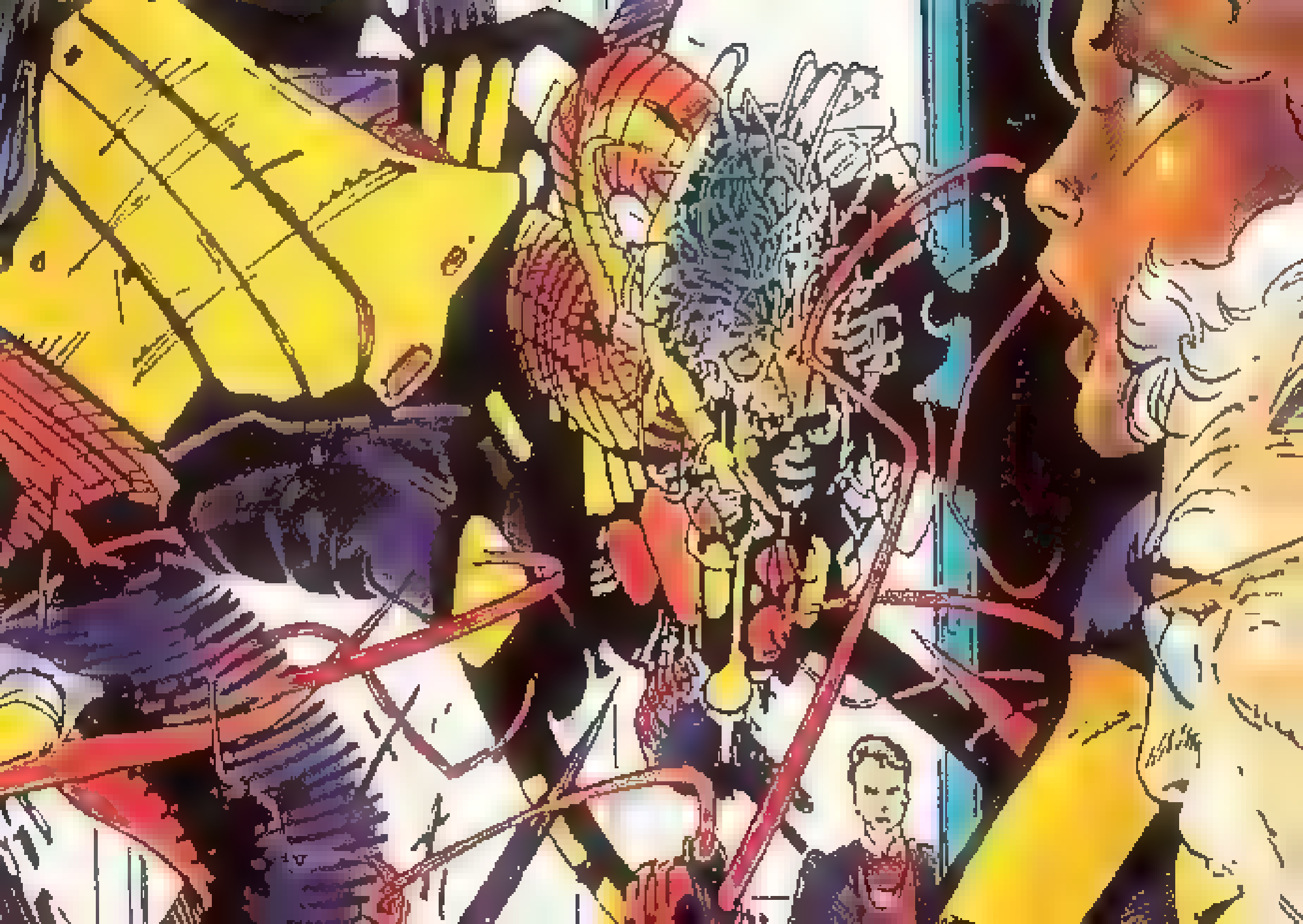

TRADING CARDS

44 - CAMERON

Formerly X-Factor's public relations man, Cameron Hodge was secretly a leader of the Right, an antimutant organization He always resented that he was just human and not a mutant like his boyhood friend, Archangel. This resentment grew into madness until Archangel beheaded him. Cameron made a deal with a demon for immortality With a cyborg body, he became advisor to the Genosha government.

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TRADING CARDS

45 - HAVOK

Psylocke and Wolverine sneak into the Genosha headquarters dressed as Magistrates. Havok recognizes that someone is wearing his girlfriend Psylocke's uniform and angrily strikes out at the imposter. A misplaced plasma blast from Havok knocks out the main power coupling. In the darkness, Wolverine and Psylocke take out their opponents until Hodge stops them.

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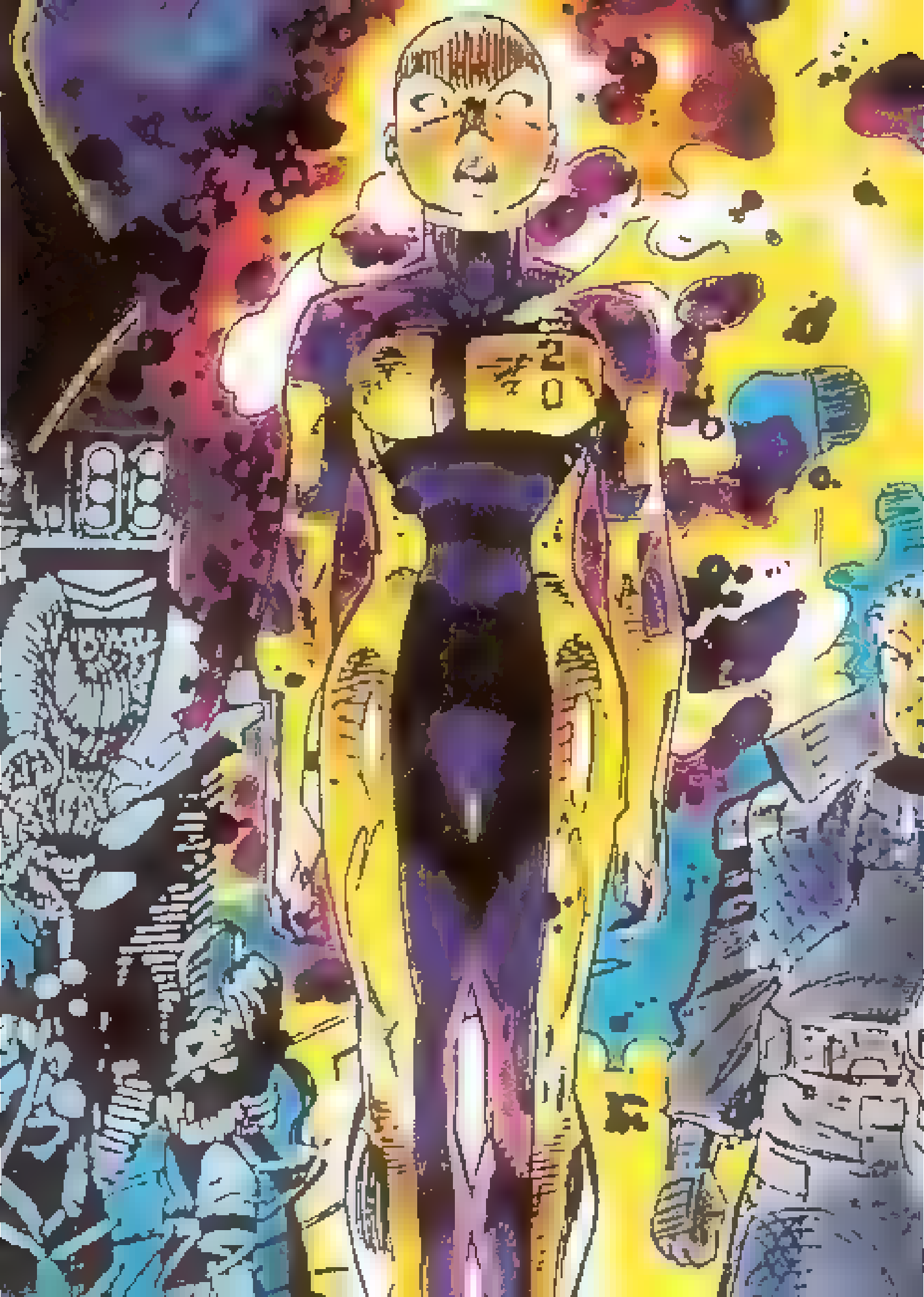

TRADING CARDS

46 - MUTATE #20

Storm goes after Genosha's "geneginеer" to convince him that Hodge is the enemy and not the mutants. But Hodge recaptures her. To keep Genosha's economy stable, mutants must be used for their productive labor. Storm is transformed into a mindless, obedient Genoshan slave, labeled "Mutate #20."

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TRADING CARDS

47 - ON TRIAL

With the X-Men, X-Factor and part the New Mutants captured, Genosha puts them on trial as terrorists. Their convictions will either lead them to be executed or turned into mutates for the country's economic growth

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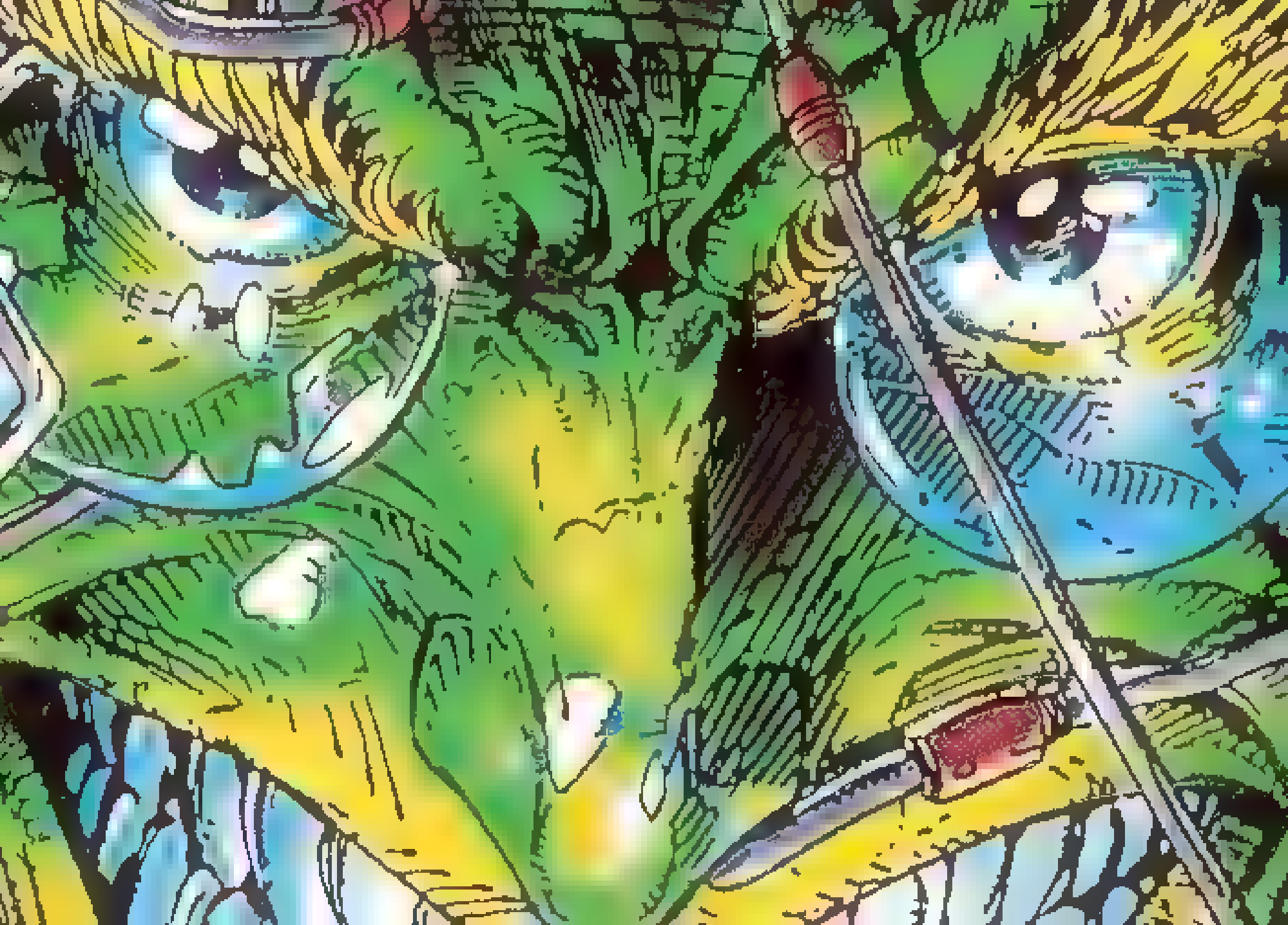

TRADING CARDS

48 - HODGE

Even in restraints, Wolverine continues to fight within the courtroom. The judge, feeling that the mutants are unruly, turn all of them over to Hodge for conditioning.

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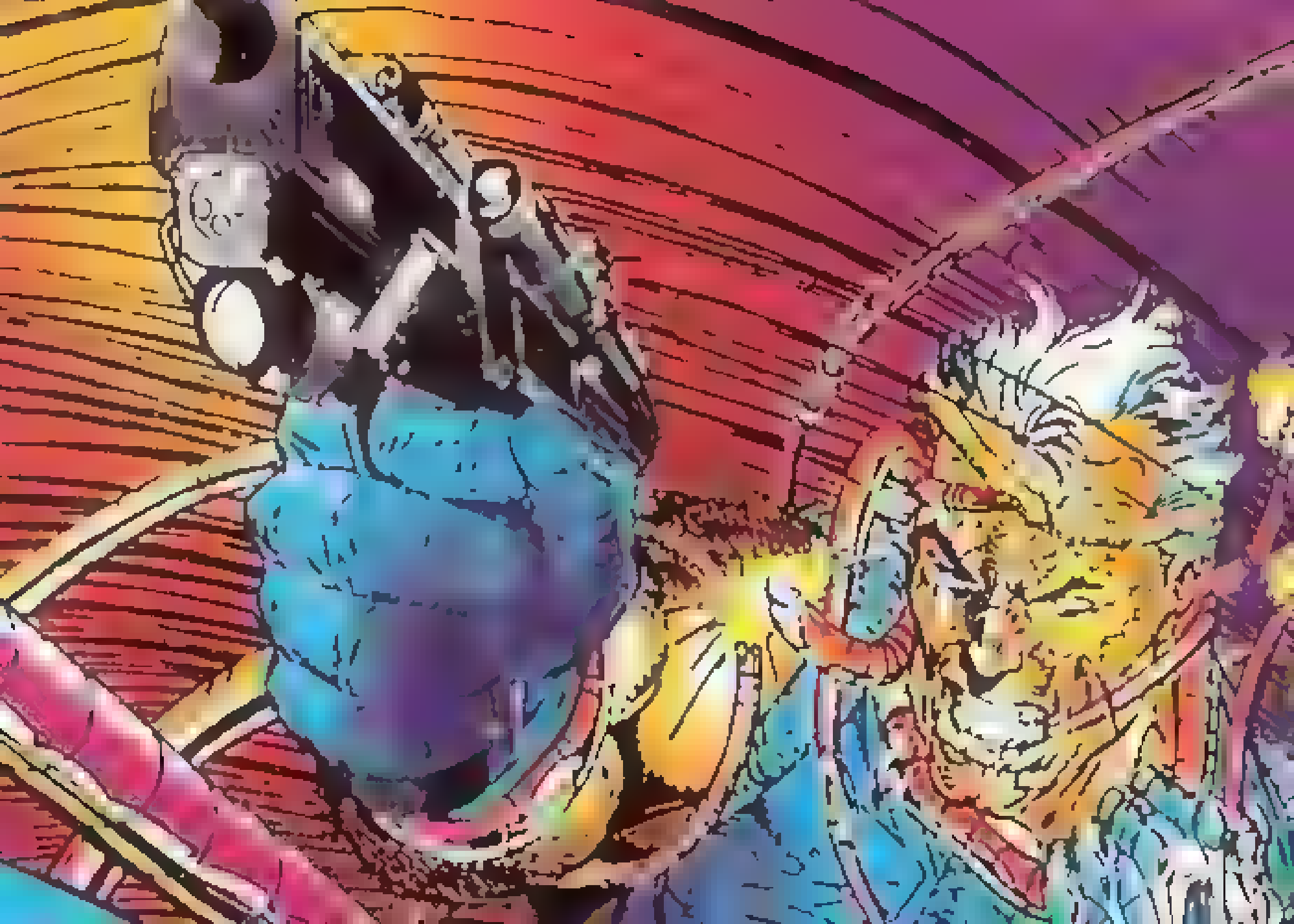

TRADING CARDS

49 - CABLE

Forge causes himself to fall into a self-induced trance, which saves him from the Magistrates "mind-probes." In turn, Hodge removes Forge's bionic limbs. Outraged, Cable and Gambit make a break for it, but are easily recaptured. Finding Cable's bionic eye and arm a threat, Hodge wants to remove them.

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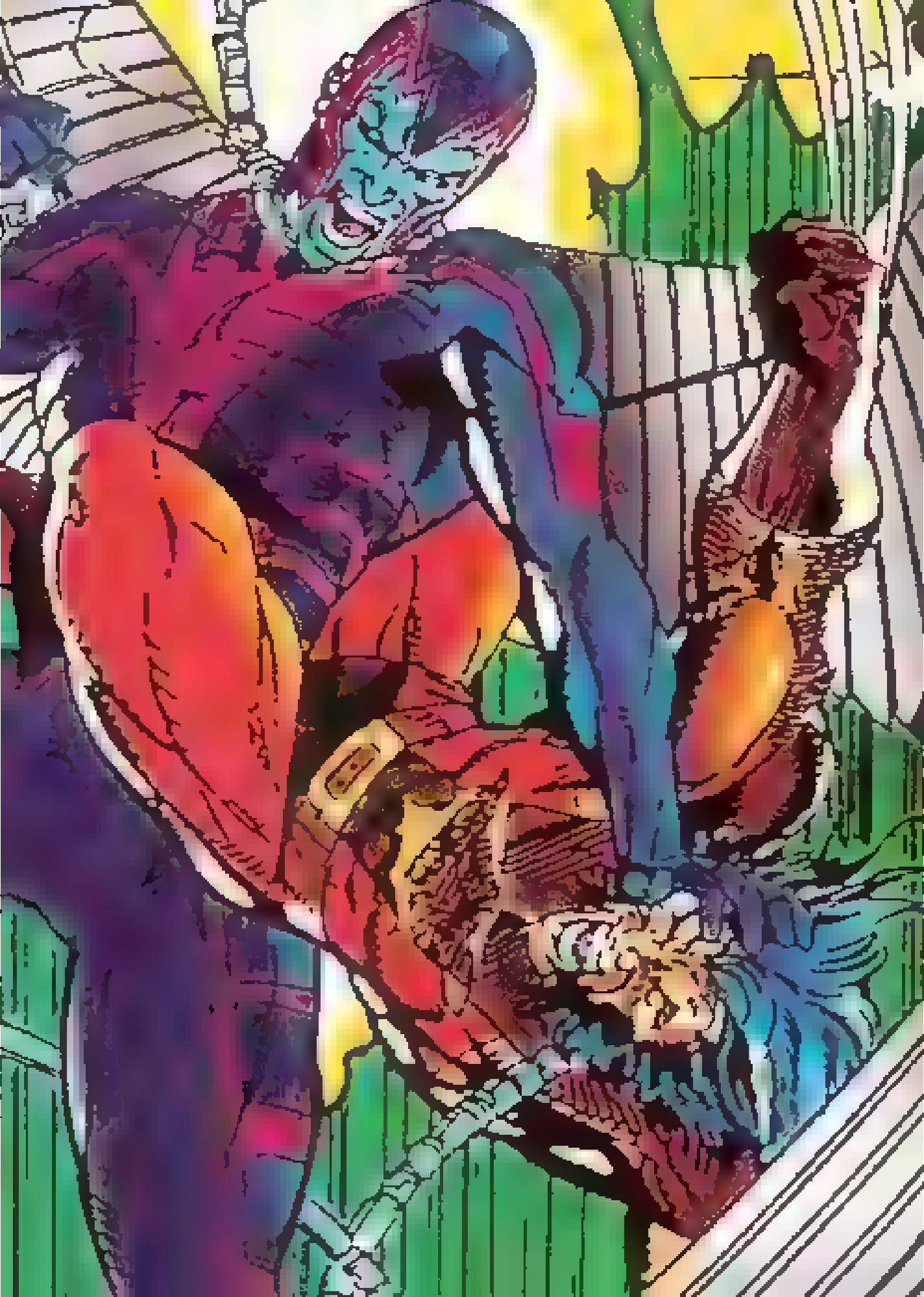

50 - MATCH

For entertainment, Hodge puts Wolverine and Archangel up against each other in a duel. Hodge controls and manipulates Archangel's lethal wings against Wolverine's sharp claws

Elsewhere, Psylocke escapes from her guards, while, with his teeth, Gambit, his hands tied and locked above his head, takes out a spike which was previously lodged in his leg. He then drops the spike to his feet and picks the lock setting himself and the others free.

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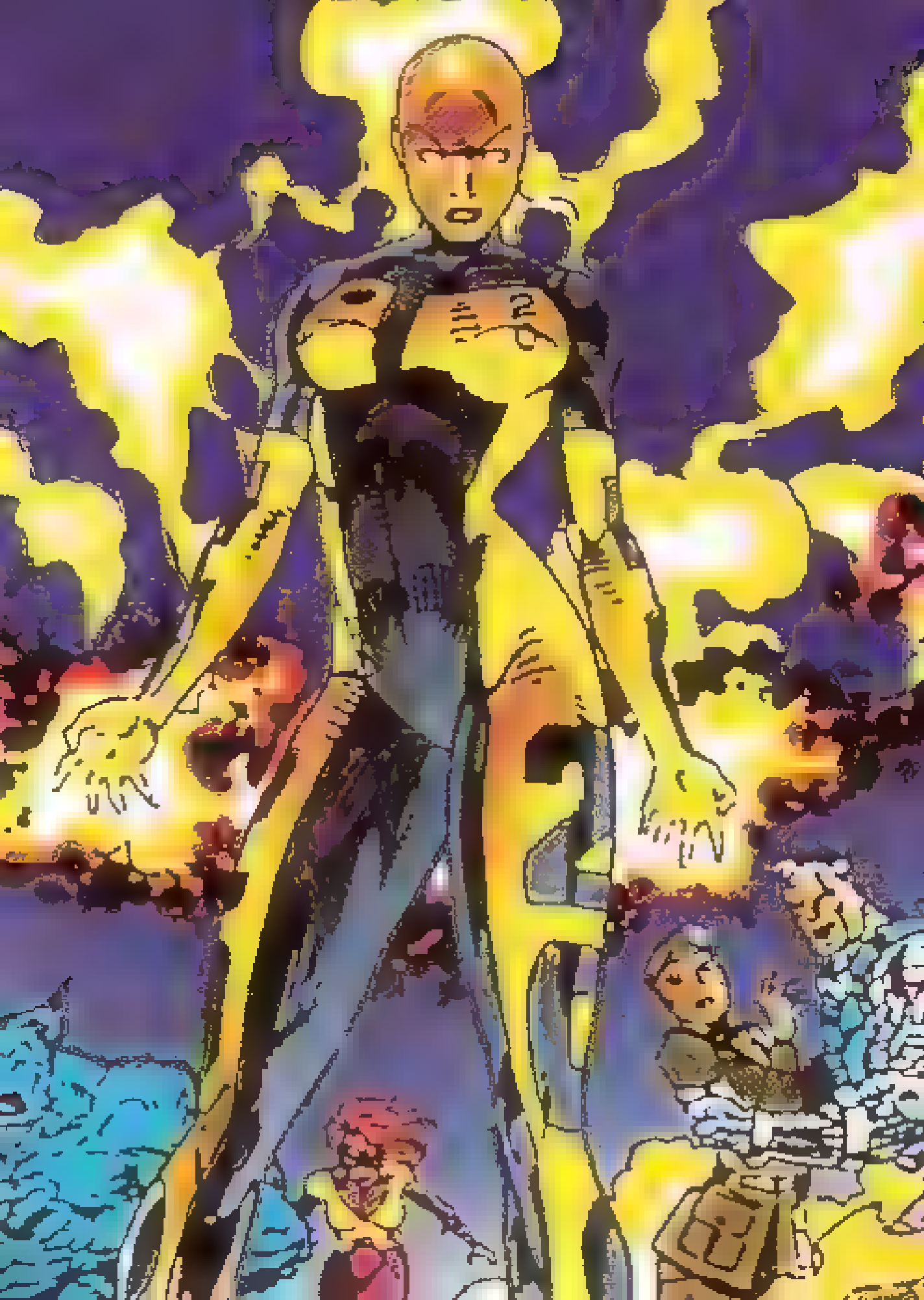

TRADING CARDS

51 - RESTORED

Storm is restored to full adulthood and power by Hodge's genegineer. She then becomes a catalyst, restoring all other mutants to full power and memory.

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TRADING CARDS

52 - FINAL STRIKE

Havok's memory is restored after repeated confrontations with his brother, Cyclops, and Psylocke. The two brothers then unite their powers to destroy Hodge's cyborg body.

Rictor of the New Mutants brings the Genosha headquarters down on Hodge's living head.

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FOLLOW ME, X-MEN-- OR PROFESSOR X DIES!

TRADING CARDS

53 - WHAT'S NEXT?

In Professor Xavier's School for Gifted Youngsters, past and present students have gathered in the war room of the estate Storm, Cyclops and Cable, the leaders of the individual mutant groups, debate the direction of the groups actions.

Lila Cheney races to the X-Men to tell them that Professor Xavier needs their help. In an instant, with no questions asked, Lila, using her mutant power, teleports part of the team to an unknown destination.

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FURY

TRADING CARDS

54 - ALLIES

Nick Fury and a team of S.H.I.E.L.D. agents go to Antarctica to investigate mysterious polar towers that have appeared in the Savage Land. The S.H.I.E.L.D. strikeforce meets disaster as their helicopter crashes and burns. An odd grouping of allies, Magneto, Kazar and Rogue locate the crash sight, as Magneto reveals that Zafadane brought the helicopter down with magnetic powers like his own.

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TRADING CARDS

55 - ASSAULT

Zaladane's mutated prehistoric soldiers attack Magneto's group. Magneto defeats the soldiers with a wave of his hand. He explains that Zaladane has raised six towers, each located over a primary nexus of the Earth's magnetic field. These will be used as amplifiers for her magnetic powers. Such control would do catastrophic harm to the Earth's biosphere.

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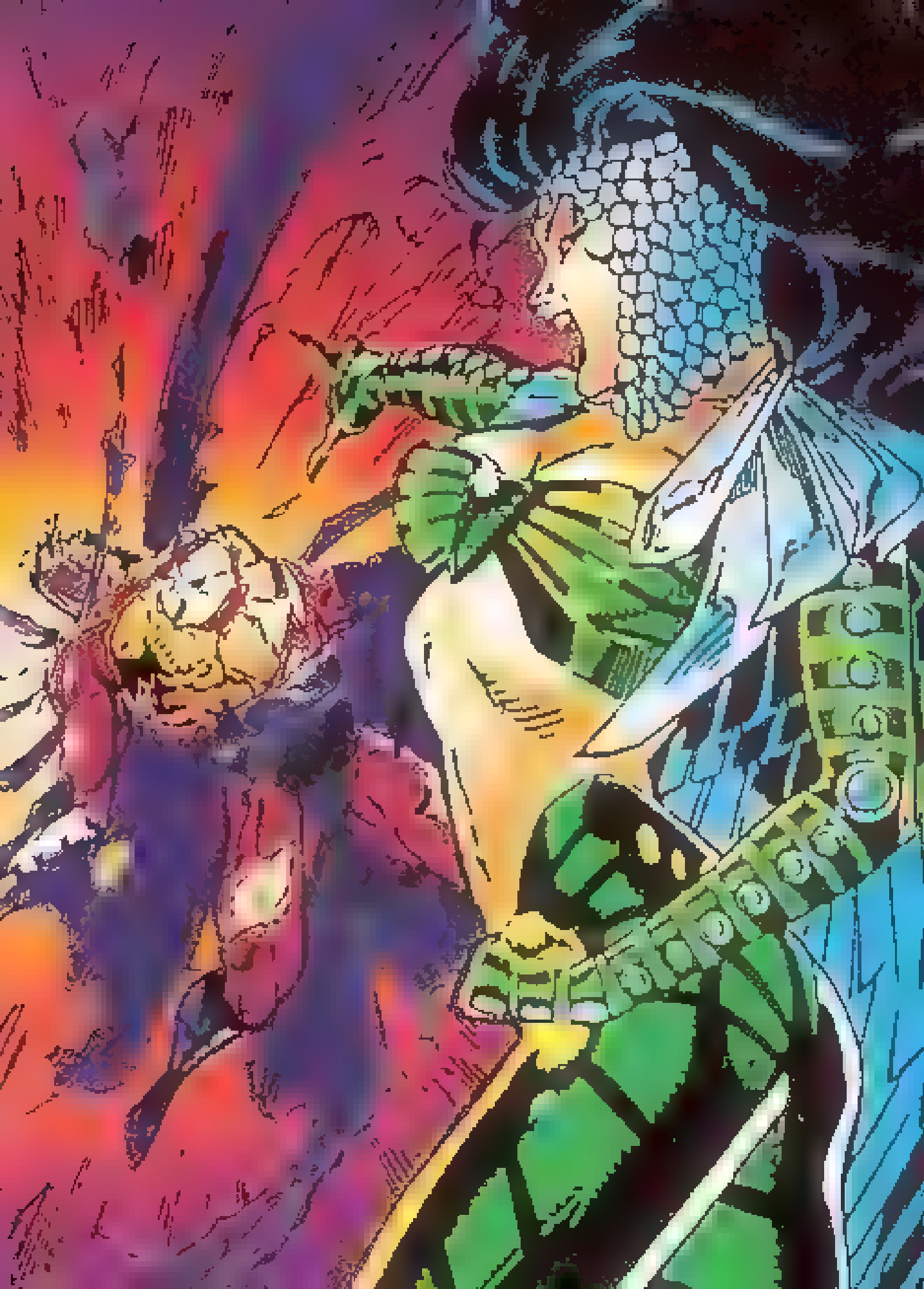

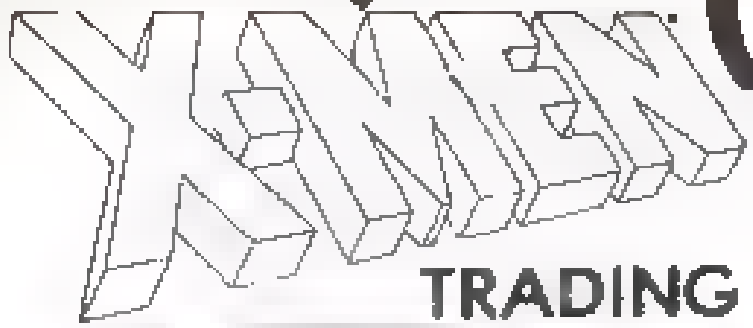

TRADING CARDS

56 - ZALADANE

Lorna Dane's mutant magnetic powers were stolen by her sister, Zaladane. With her magnetic powers, Zaladane catches Magneto off guard and strikes him with an animal ferocity, which sends him falling from the skies. Nick Fury and his men help Kazar and Rogue fight off a second attack of Zaladane's men. Magneto explains to Fury how Zaladane's towers are creating a resonance field that are placing her in sync with the Earth's magnetic field, allowing her to access its power directly.

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TRADING CARDS

57 - TELEPORTED

Somewhere in space, on an alien landscape, Lila Cheney has transported some of the X-Men in order to help their mentor, Charles Xavier. The organic life, living on the surface of the planet, attacks the team. It holds them still, as their past adversary, Deathbird, controller of the "Shi'ar Empire," welcomes them.

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TRADING CARDS

58 - DEATHBIRD

Deathbird asks the X-Men to slay Professor Charles Xavier, while her living landscape called "manacle" holds them at bay, within her ship. The X-Men wonder why this sworn enemy wants their help in Xavier's assassination.

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TRADING CARDS

59 - STARJAMMERS

Open space, near the Zhylian cascadhel on the outer edge of the Shi'ar Imperium, the Starjammers attack the imperial fleet trying the reach Deathbird. The Starjammers are a small band of space pirates led by the mysterious Warlord The group consists of Corsair, former U S. Air Force test pilot, the amphibious Ch'od, the cyborg Raza and the beautiful black and white female Hepzibah.

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TRADING CARDS

60 - IMPERIAL FLEET

The Imperial Guard is a legion of super-powered champions from throughout the Shi'ar galactic empire acting as enforcers of imperial law. An elite corps of the guard protects the ruler of the empire and carries out his or her personal directives. The leader of the elite corps of the guard is the Gladiator.

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TRADING CARDS

61 - MANACLE

Within the heart of her ship, Deathbird stands with the bound X-Men. In the past, the X-Men allied themselves with Deathbird's sister, Lilandra, to stop Deathbird when she allied herself with the Brood. Deathbird finally staged a coup and seized the Shi'ar throne.

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TRADING CARDS

62 - FAIR GAME

With an assist from Jubilee's fireworks, Wolverine breaks free from his organic bonds. Savagely, he attacks Deathbird, who skillfully strikes Wolverine with a spear and flees. With his mutant healing power kicking in, Wolverine has Jubilee pull the spear from his back as he runs off to find Deathbird.

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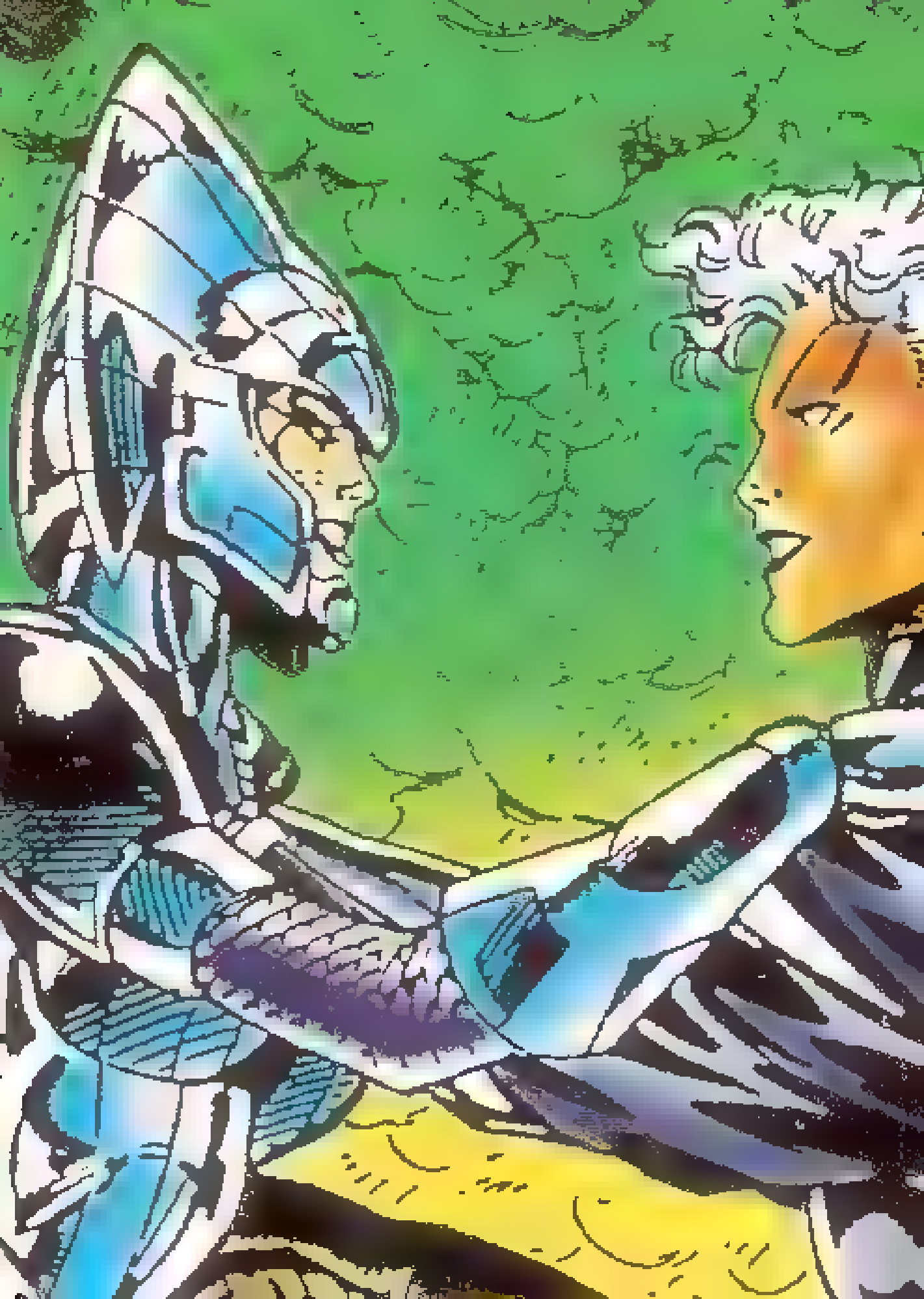

TRADING CARDS

63 - LILANDRA

Before Jubilee can release the rest of the X-Men, the Starjammers come to the rescue. Leading the Starjammers is Lilandra, who informs the X-Men that they are located in a galaxy far from their own home, the Shi'ar empire. Both the X-Men and the Starjammers are considered rebels, now that Lilandra's sister, Deathbird, stole her throne

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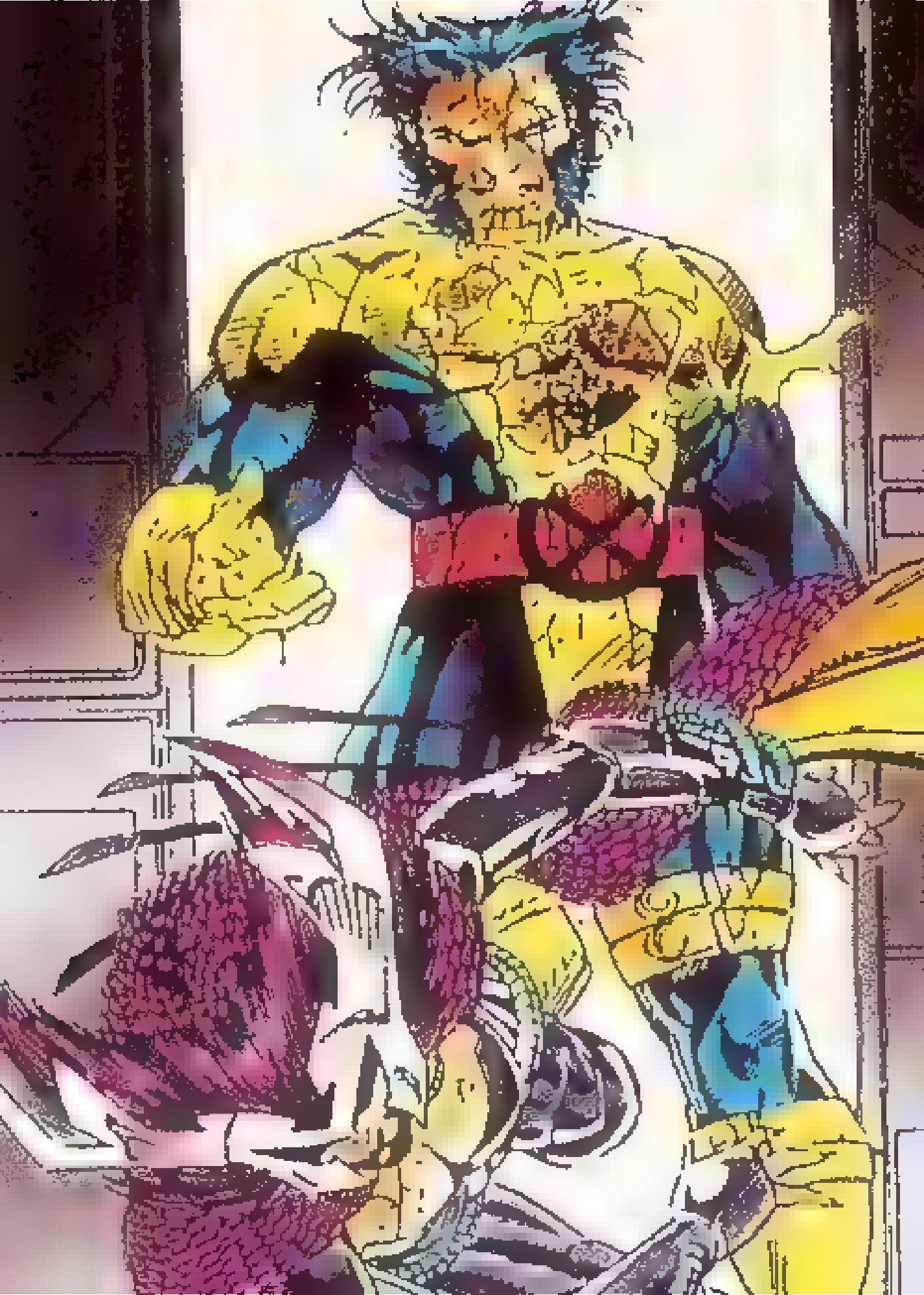

TRADING CARDS

64 - CONQUERED

The X-Men back the Starjammers. In turn, the X-Men must now fight the Imperial Guard led by the powerful Gladiator.

After a large scale battle, the X-Men and Starjammers defeat the Imperial Guard. Wolverine returns, bringing a conquered Deathbird and restores the Shi'ar throne to Lilandra.

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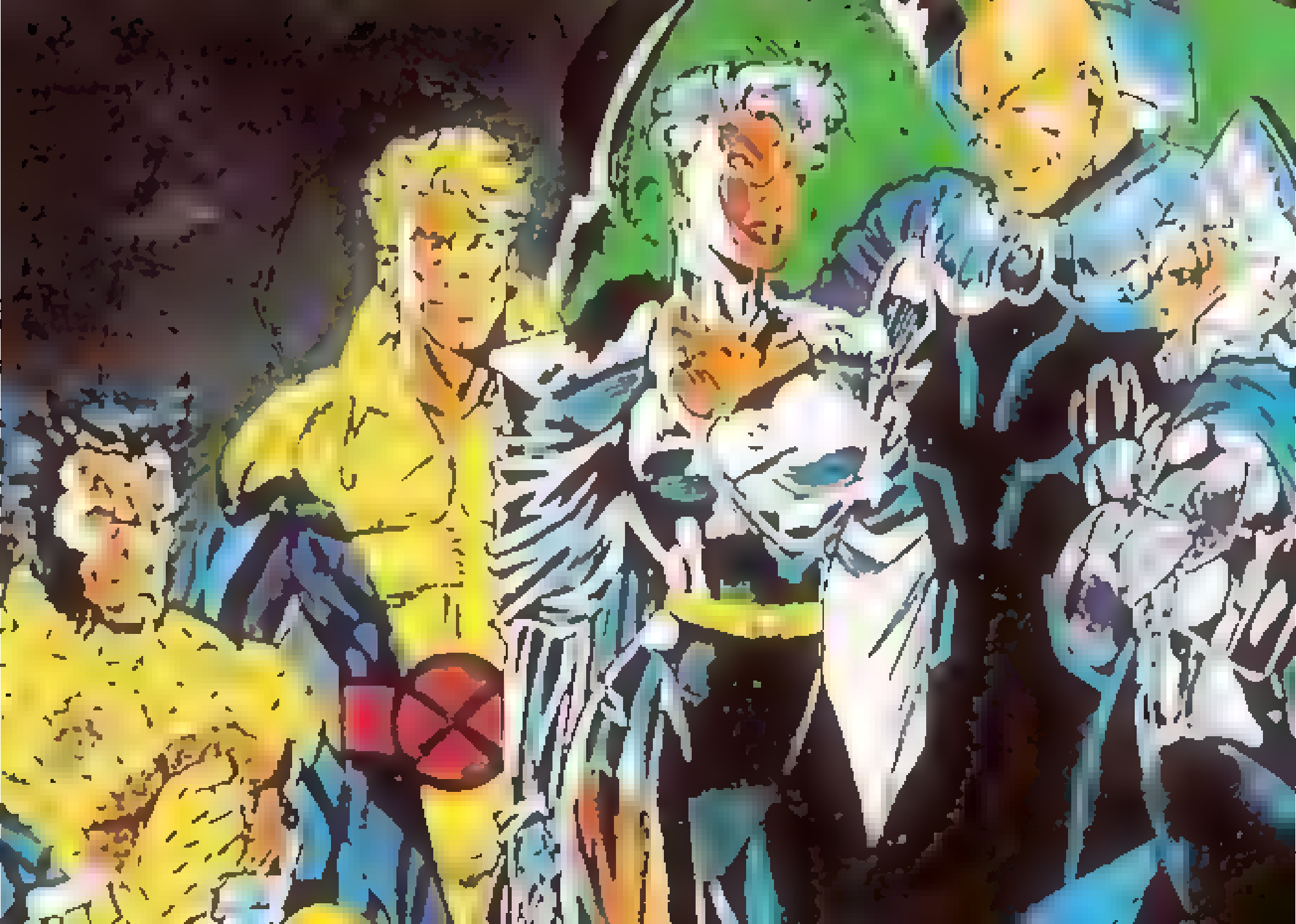

TRADING CARDS

65 - REJOINED

The masked leader of the Starjammers, Warlord, reveals himself as Charles Xavier. His former students rejoice as they gather around him.

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TRADING CARDS

66 - AIRBORNE

In the Savage Land, Nick Fury has ordered more U.N. helicopter gunships to fly in with Magneto leading the way. Magneto can feel the mistress of magnetism, Zaladane, drawing on the Earth's magnetic energies, making herself stronger as Magneto beomes weaker.

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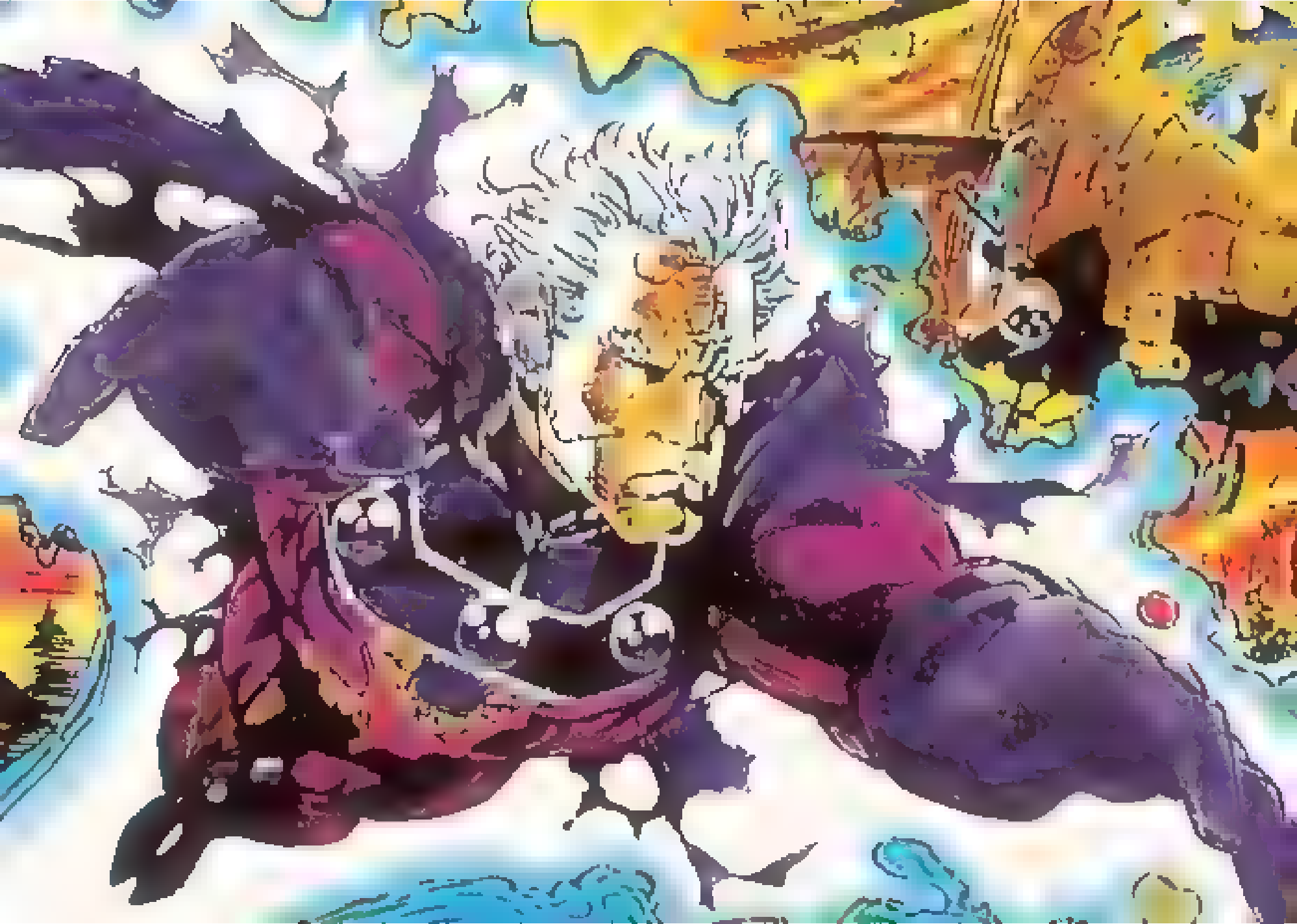

TRADING CARDS

67 - REVENGE

One of the U.N.-Russian helicopters shoots Magneto in the back as an act of revenge for his past actions against Russia and its people. The blast sends Magneto slamming into the helicopter carrying Kazar, Fury and Rogue, causing it to crash.

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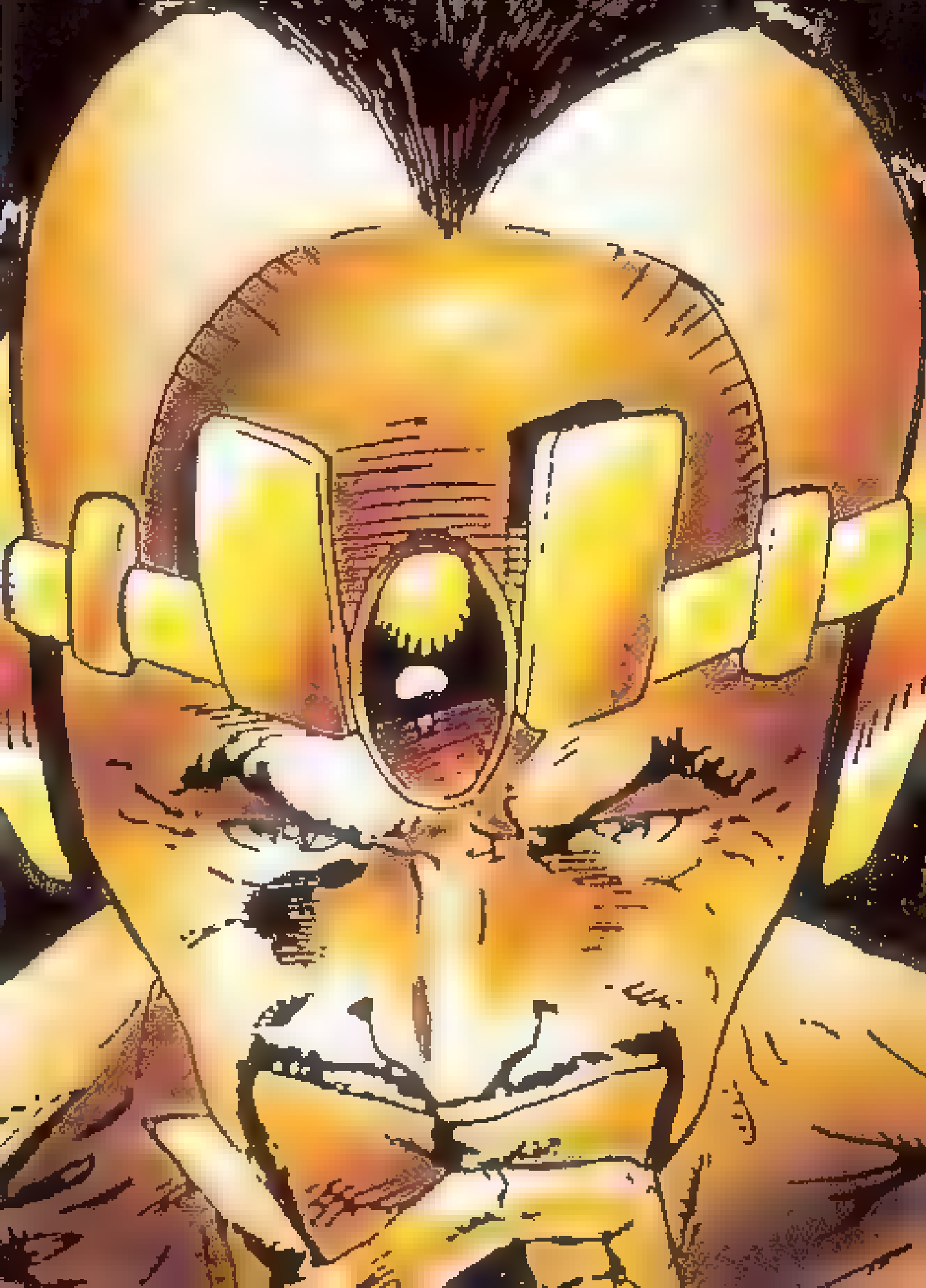

TRADING CARDS

68 - BRAINCHILD

In Zaladane's citadel , Magneto has been taken captive and Brainchild is in the process of transferring Mageneto's energy into Zaladane. Magneto's past memories of his family's death flashes before him as he begins to discorporate.

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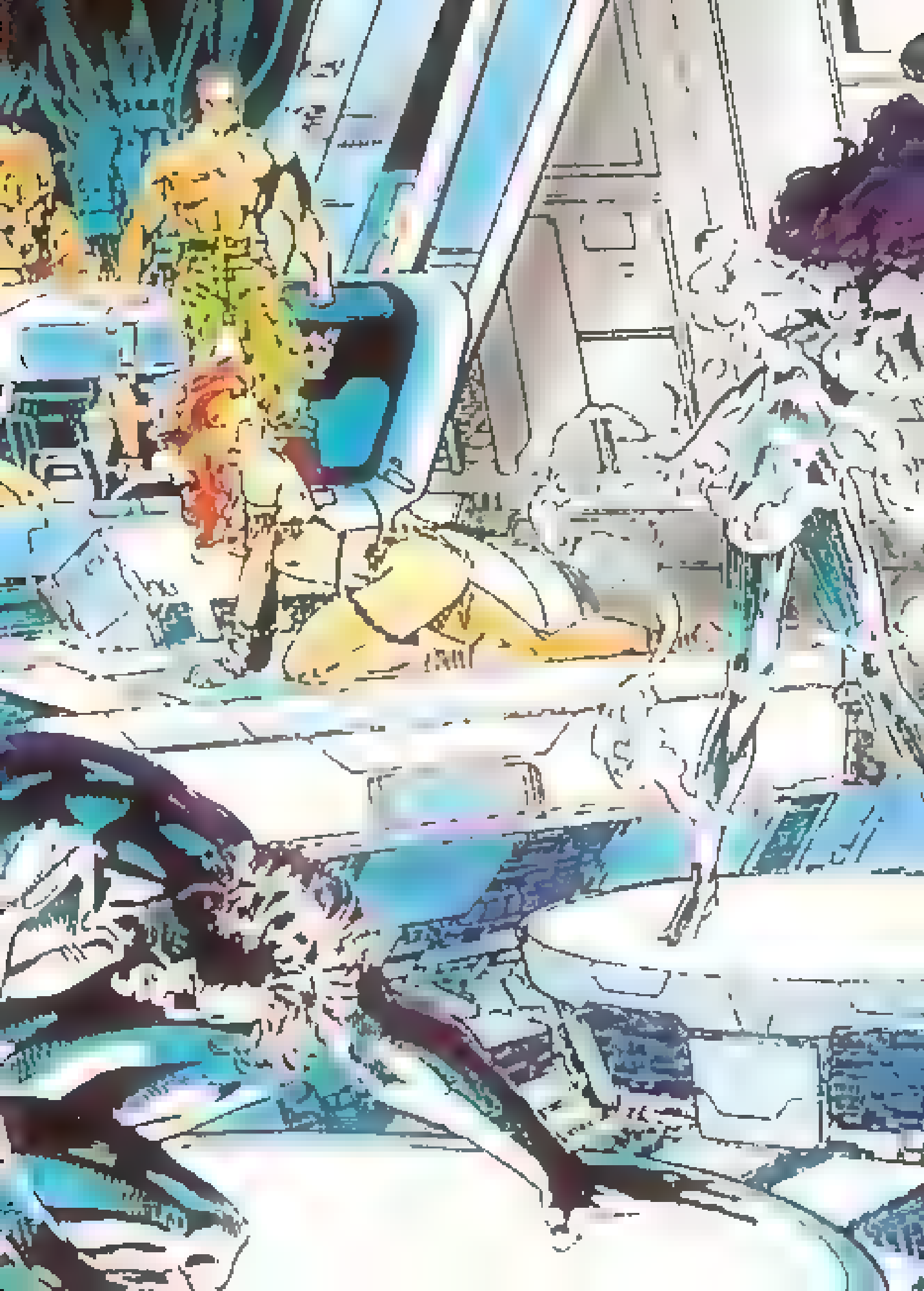

TRADING CARDS

69 - DRAINING

Magneto's family's death flashes through his mind as hot blood mixes with salt tears Magneto wears the color red in his costume to represent those who died in the holocaust.

Zaladane screams for the transferral to stop as the energy of Magneto is more than she can handle.

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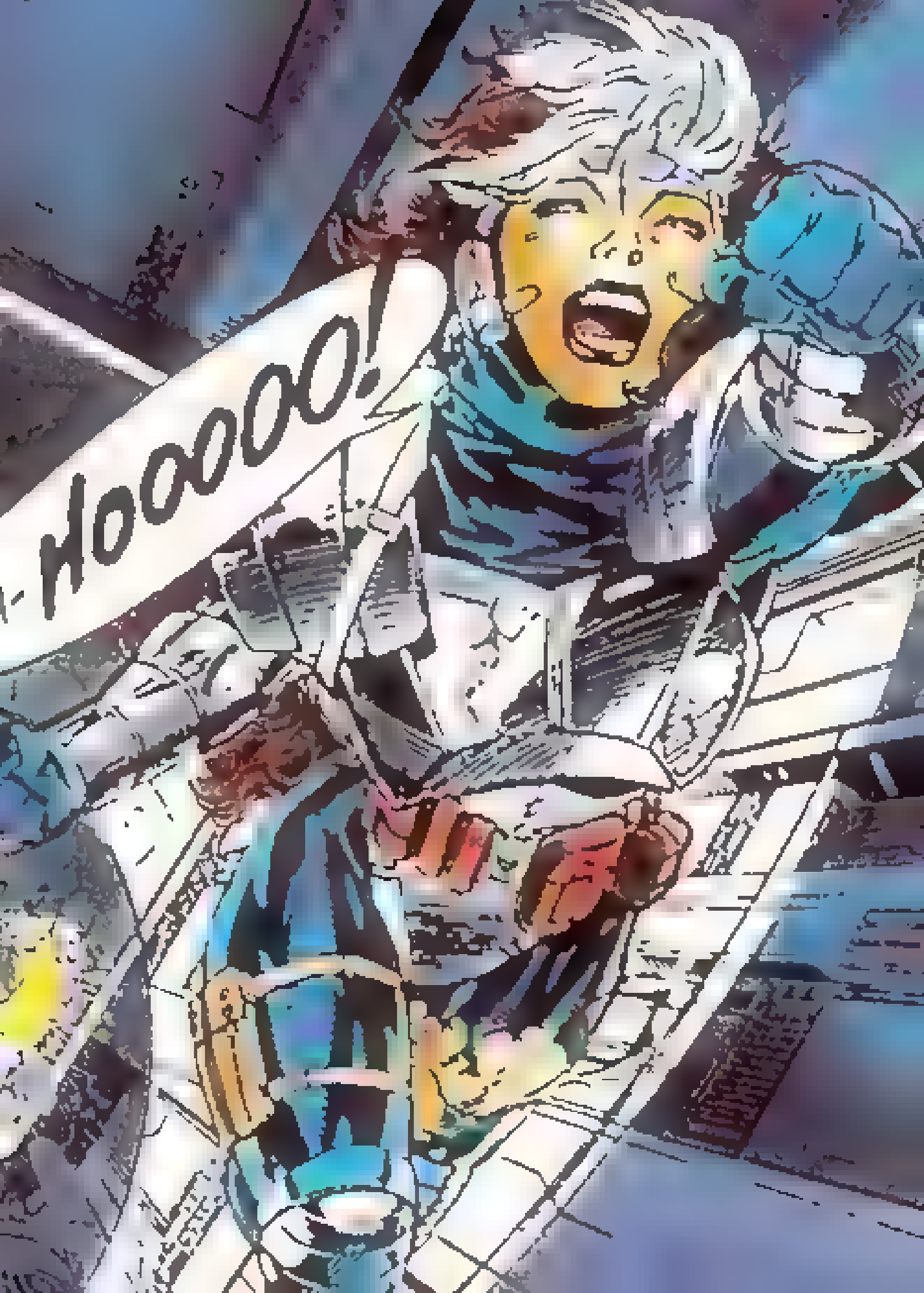
-HOOOOO!

TRADING CARDS

70 - REPOWERED

In disguise, Rogue, Fury and Kazar with his pet sabretooth cat, Zabu, make their way into Zaladane's citadel. Once Rogue began to battle Zaladane, her mutant powers returned, distracting Zaladane from Magneto long enough for Magneto to transfer his energy back into himself. Never to allow Zaladane to attempt world dominance again, Magneto kills her, making himself once more a criminal.

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TRADING CARDS

71 - MENTOR?

Lost in the corridors of the Shi'ar empire, Jubilee sees Professor Xavier mentally torturing Deathbird and members of the Imperial Guard. Afterwards, he plans to destroy the X-Men if they get in the way of his future plans.

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TRADING CARDS

72 - THE DUNGEONS

In the catacombs beneath the palace royal, Gambit and Jubilee don't believe what Professor Xavier is saying or doing.

Xavier mentally controls the leader of the elite corps of the guard, the Gladiator.

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TRADING CARDS

73 - MY WINGS!

Following Xavier's command, Gladiator tears Deathbird's wings from her Deathbird has no place in Xavier's new order Instead, he'll substitute her sister, Lilandra The Gladiator begins to squeeze the life from Deathbird as Gambit and Jubilee come out of hiding to rescue her. Lila Cheney blasts through a wall and teleports Deathbird away, leaving Gambit and Jubilee to face Xavier and Gladiator alone.

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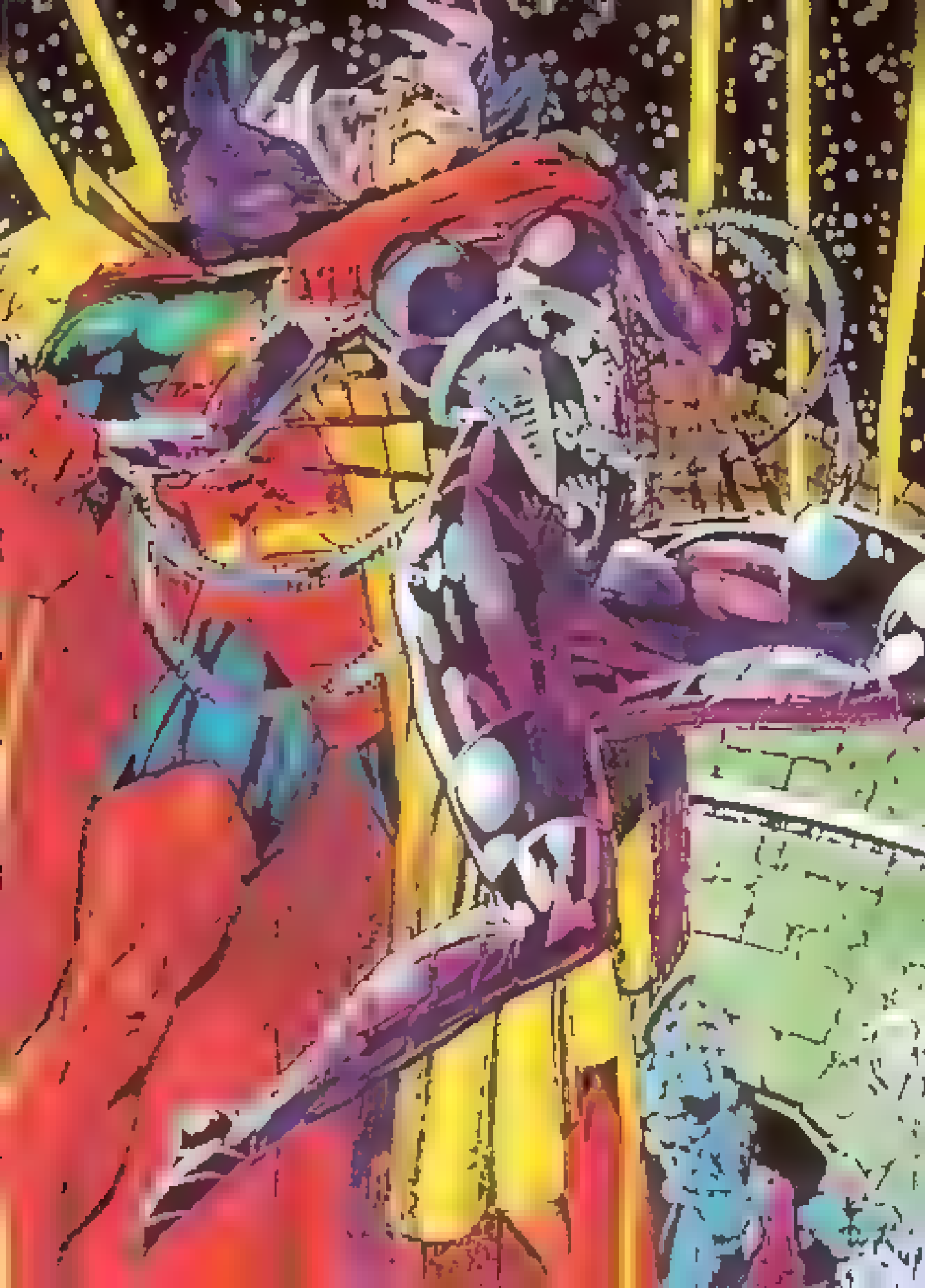

TRADING CARDS

74 - EXECUTION

Wolverine, utilizing his animal sense of smell, becomes aware that this Charles Xavier is an imposter and kills him. Psylocke, with her psychic dagger, downs Wolverine while still under Xavier's mental influence.

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TRADING CARDS

75 - WE'RE BACK

Deathbird and Lila return to rescue some of the X-Men by teleporting them away to Deathbird's home world, Epislon Seikosha IX. She shows the X-Men how Xavier has already destroyed everyone on her world. Following the group, the Starjammers have tracked Lila, Deathbird and the X-Men to this planet.

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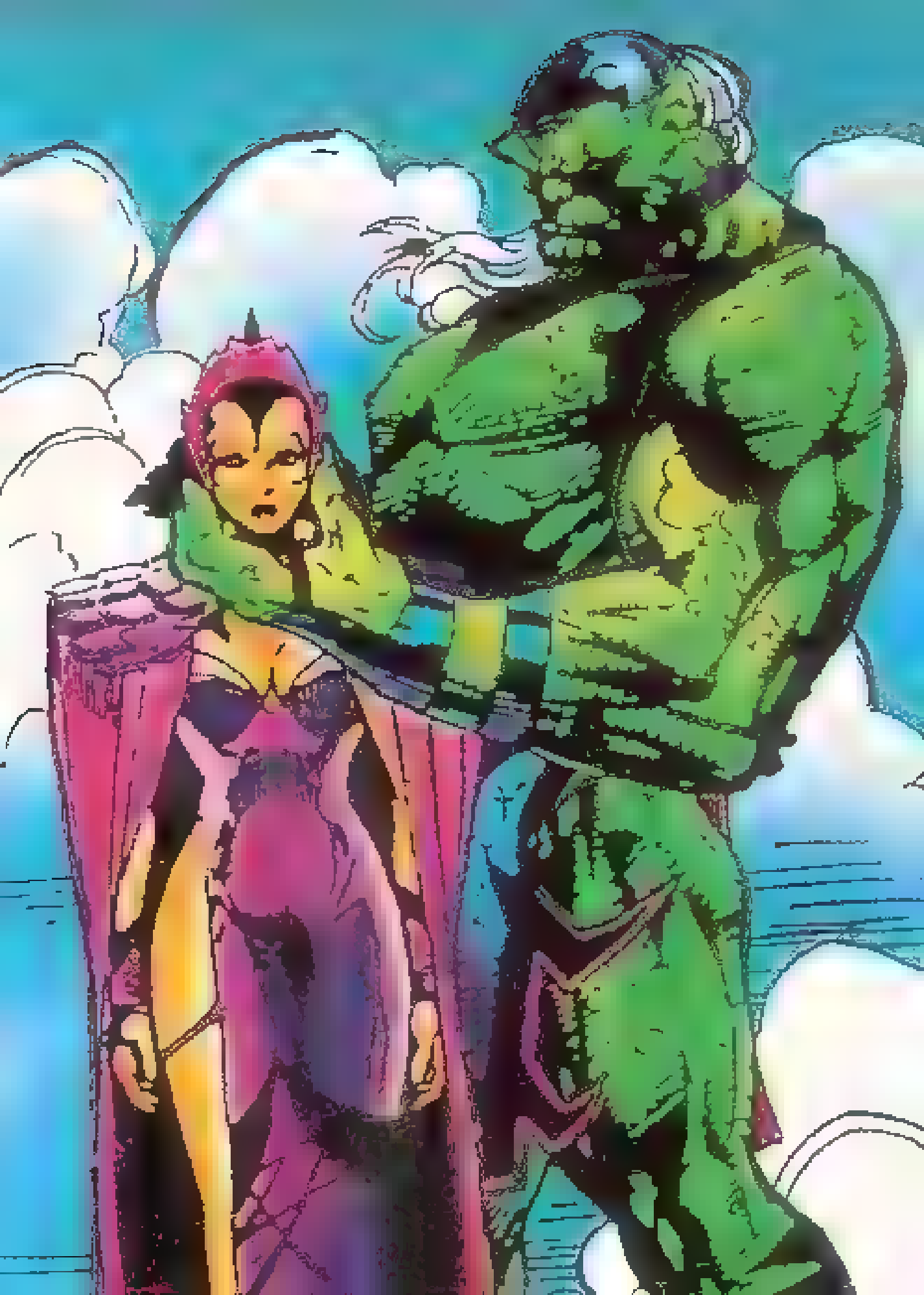

TRADING CARDS

76 - WAR SKRULL

Captured and stripped of their clothing, Jubilee and Wolverine are added to an alien cadre. Within the matrix, their genetic coding can be duplicated through a grand transformation, and, using the real Professor Xavier's body as a blueprint, a new Professor is being created through a host alien revealed as a war Skrull.

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TRADING CARDS

77 - ABOARD

On their final approach to Epsilon Seikosha IX, the Starjammers are about to blow Storm, Forge and Banshee out of space. Gambit is a stowaway on the Starjammer's ship. With his kinetic charged projectiles, Gambit prohibits the crew from shooting his fellow X-Men.

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TRADING CARDS

78 - IN SPACE

From outer space, the three X-Men blast into the Starjammers ship. Its crew begins to transform into their true selves, green war Skrulls.

Lila and Deathbird teleport to a ring of asteroidal rocks called the Maul They came here after the real Professor X put a suggestion of coordinates into Lila's mind. Here is where the Skrulls have their genetic matrix.

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TRADING CARDS

79 - REMEMBER US?

Again, imposters utilizing the real X-Men genetic codes attack Lila and Deathbird. In response to the real Xavier's telepathic suggestion, Lila once again teleports out and brings back the real X-Men who are aboard the Starjammer

A battle breaks out.

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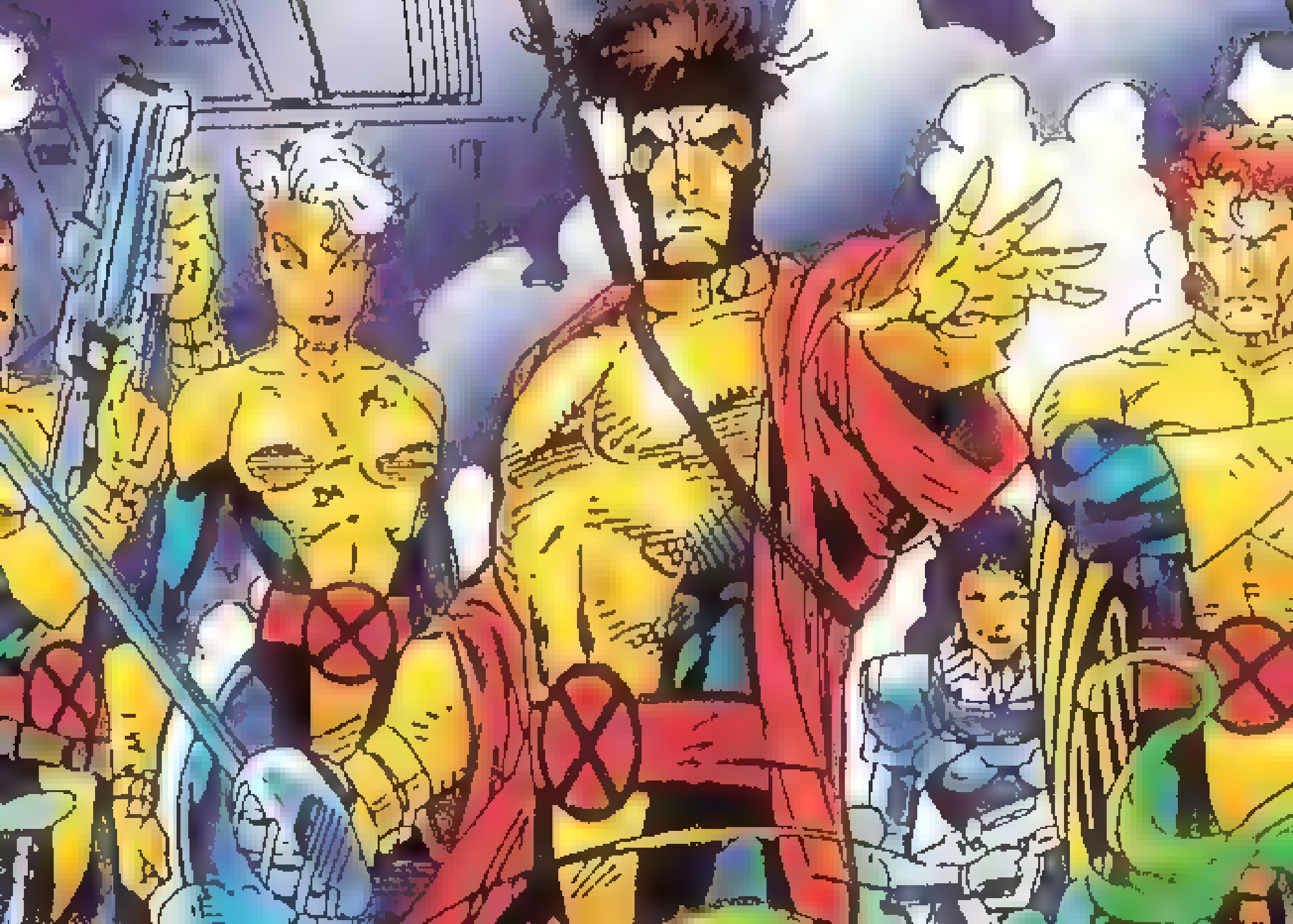

TRADING CARDS

80 - ONE-ON-ONE

Individual X-Men battle imposter teammates, as the war Skrulls fall one by one. The real Professor Xavier, finally frees himself from the matrix and subdues his imposter. The battle is over!

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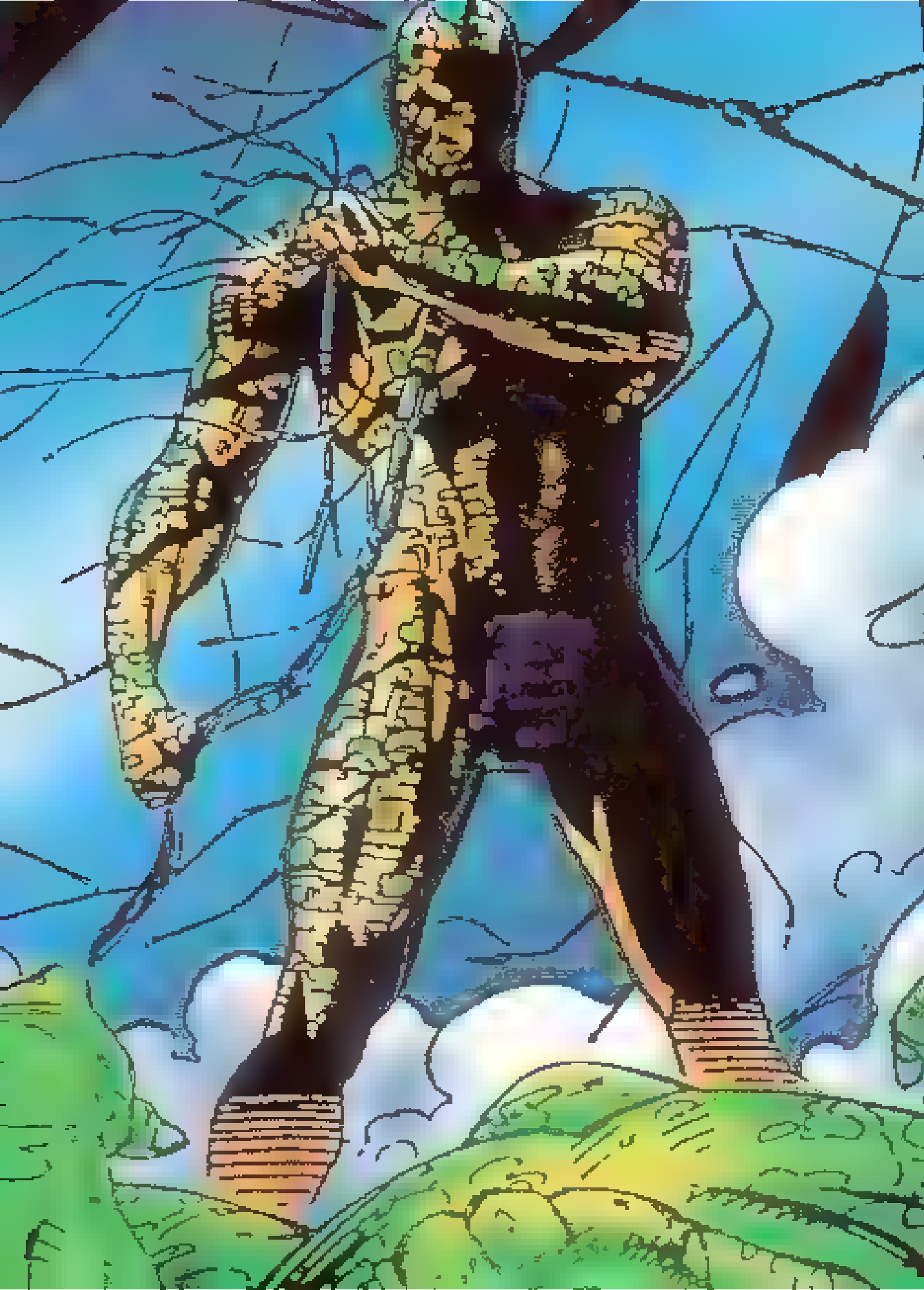

TRADING CARDS

81 - PROFESSOR X

Xavier reveals that the only person with whom he shared a simpatico consciousness to send out a psychic s.o.s. was Deathbird To avoid detection by the Skrulls, Xavier influenced Deathbird subconsciously to contact Lila and then the X-Men. After accessing Storm's memories of X-Men past experiences, Xavier runs across past images of the Shadow King. Saddened, Xavier knows he must leave his love,Lilandra, to go back to stand against the Shadow King.

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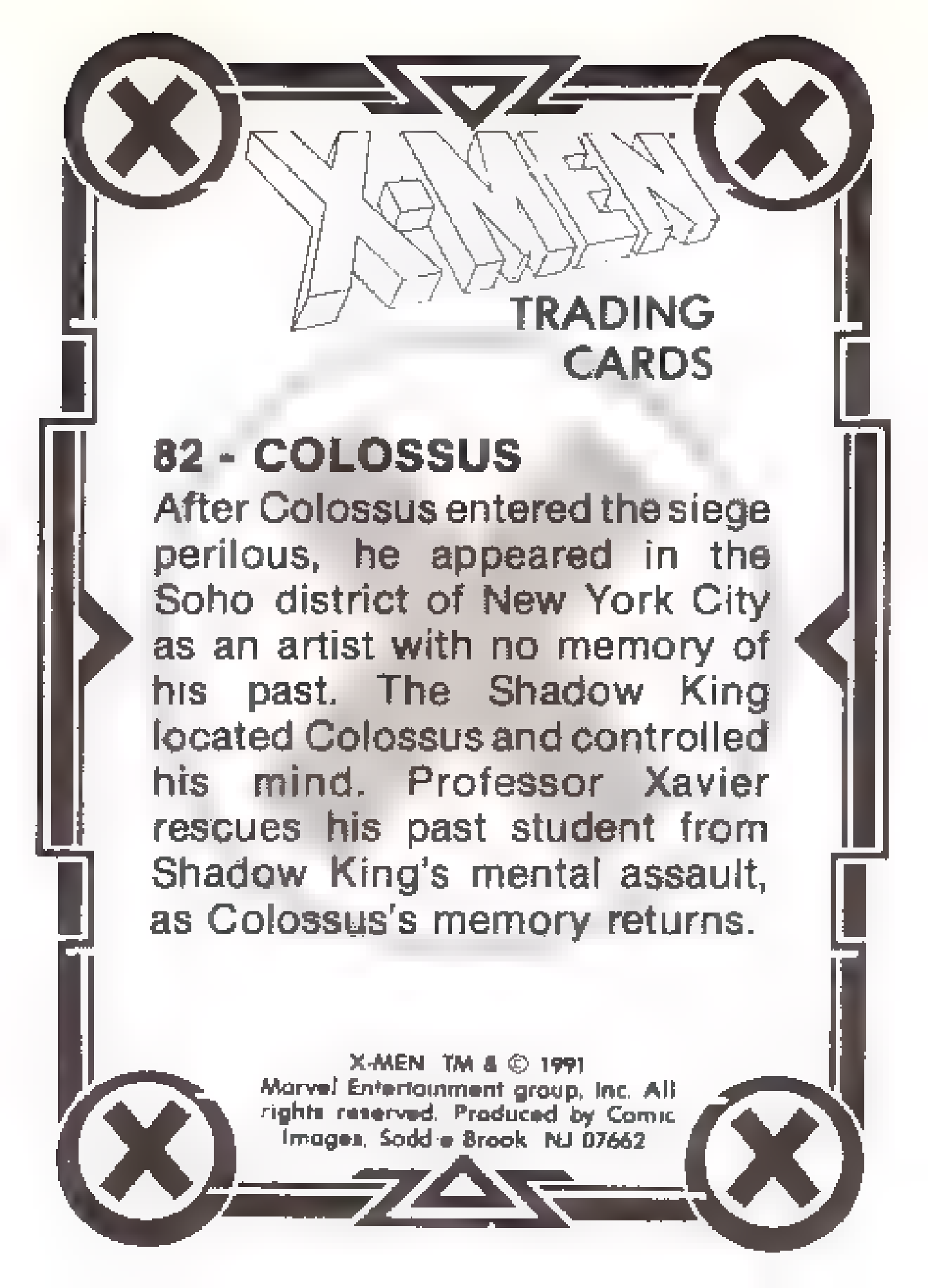
X-MEN
TRADING
CARDS
82 - COLOSSUS
After Colossus entered the siege perilous, he appeared in the Soho district of New York City as an artist with no memory of his past. The Shadow King located Colossus and controlled his mind. Professor Xavier rescues his past student from Shadow King's mental assault, as Colossus's memory returns.
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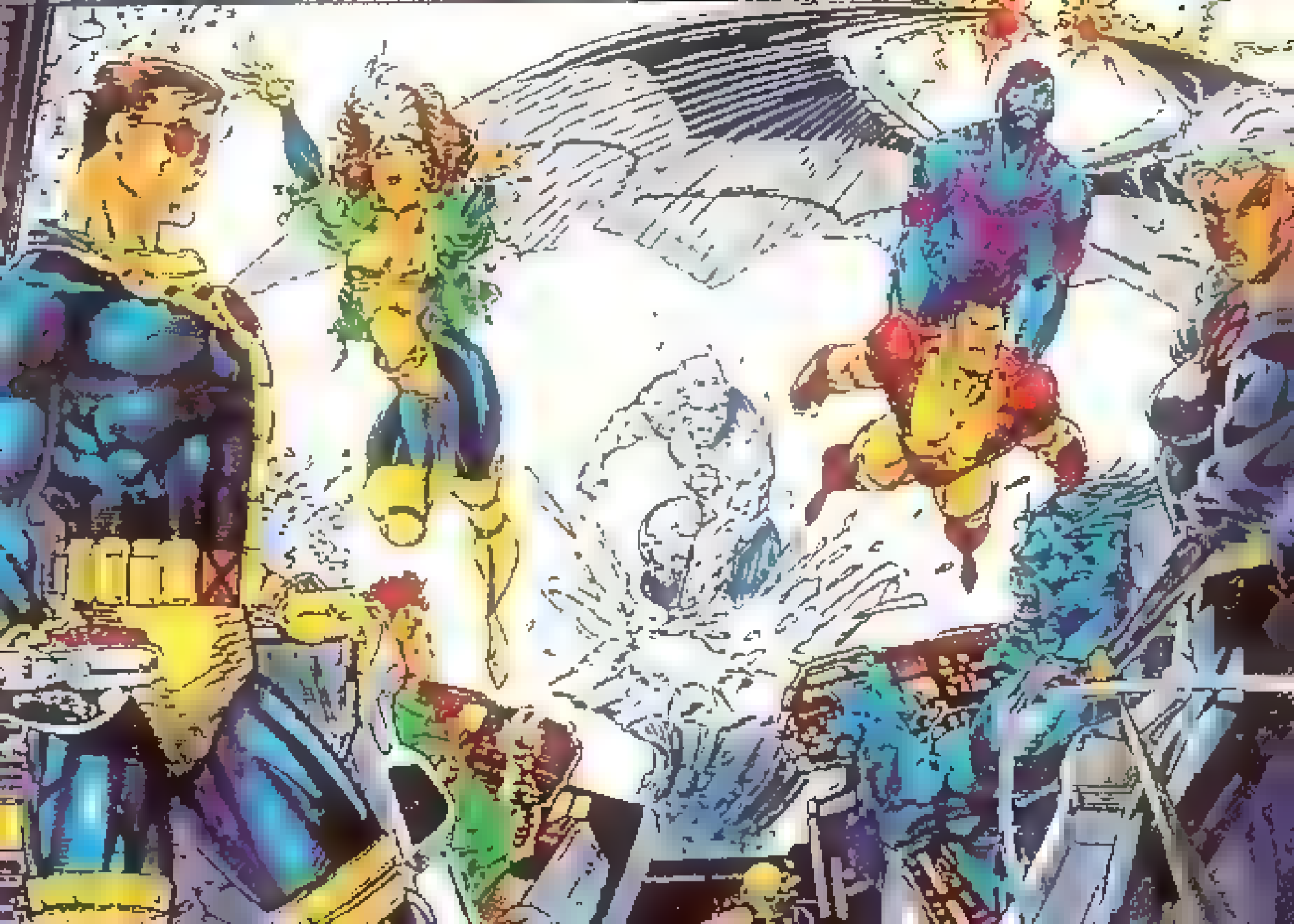

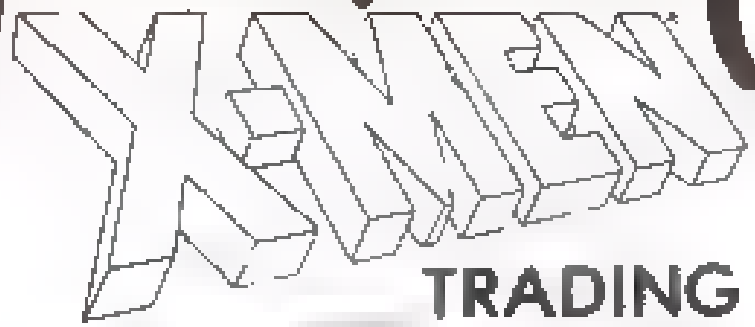

TRADING CARDS

83 - TESTING

The X-Men base of operations, training center and living quarters at 1407 Graymalkin Lane, Salem, Westchester County, New York has been rebuilt. Students' powers and abilities have been tested here, and now it's the new building's turn to similarly be tested.

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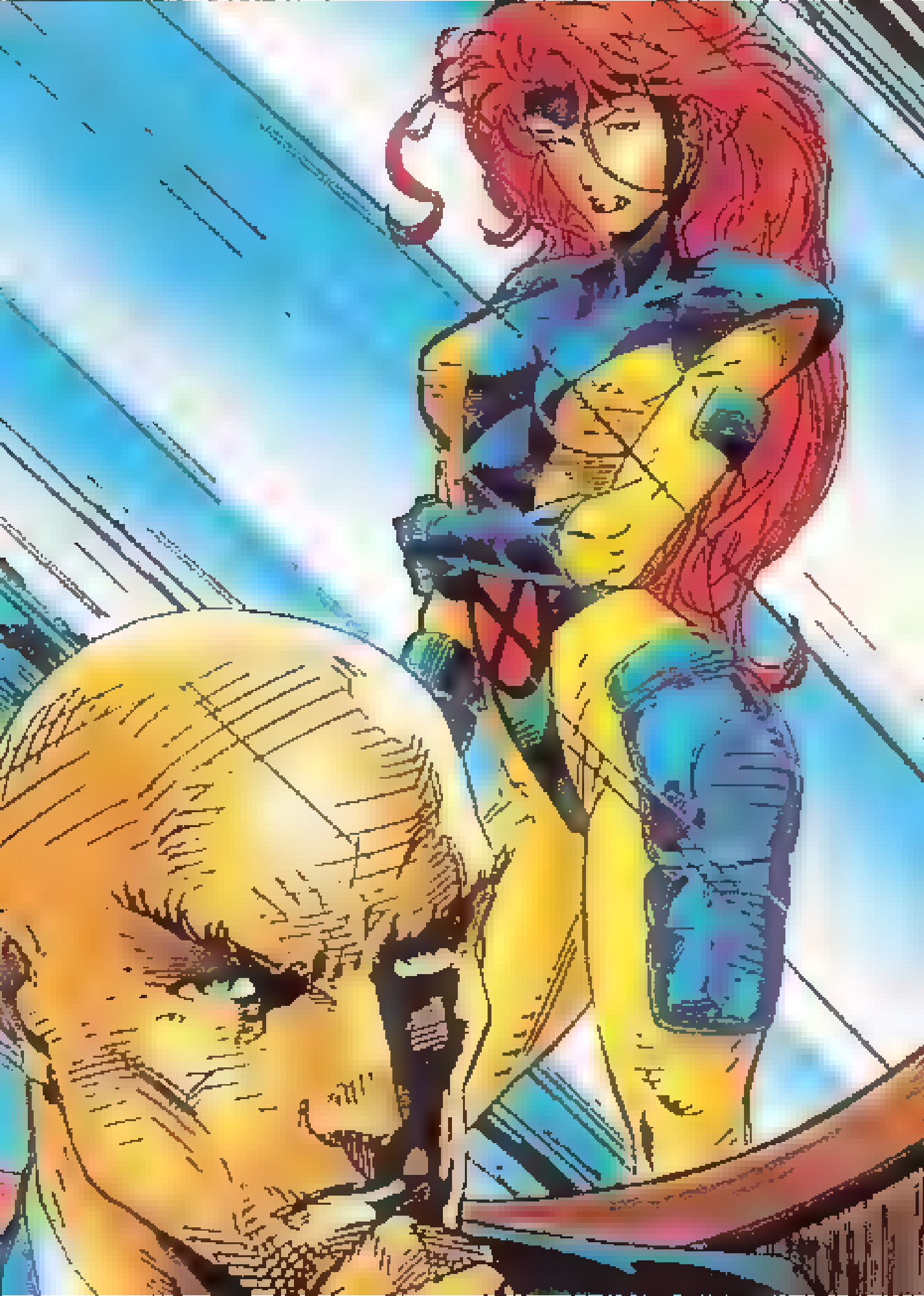

TRADING CARDS

84 - OLD TIMES

Some of the X-Men have formed an assault team to locate and capture Professor X. Xavier must learn each one's capabilites and how they all work as a team.

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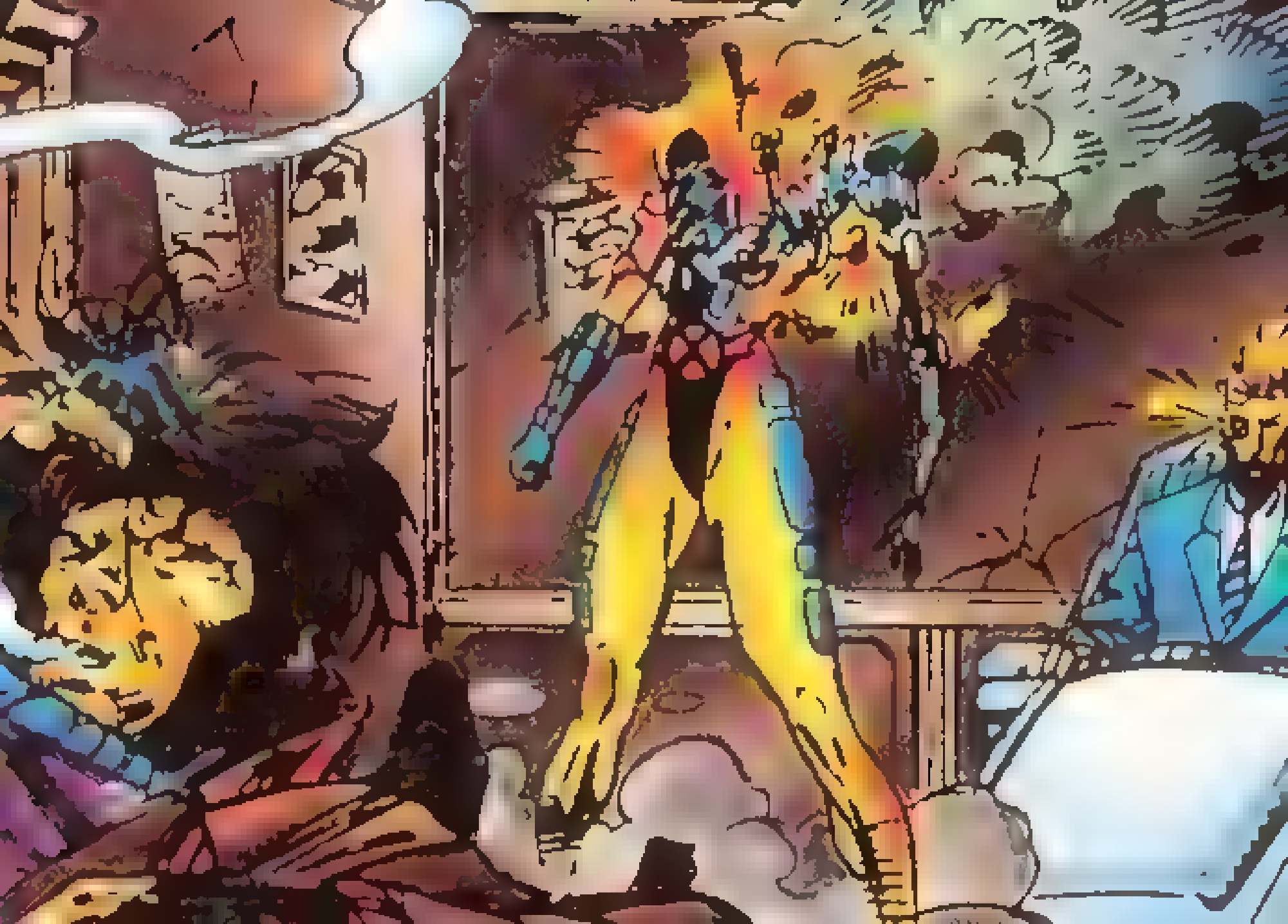

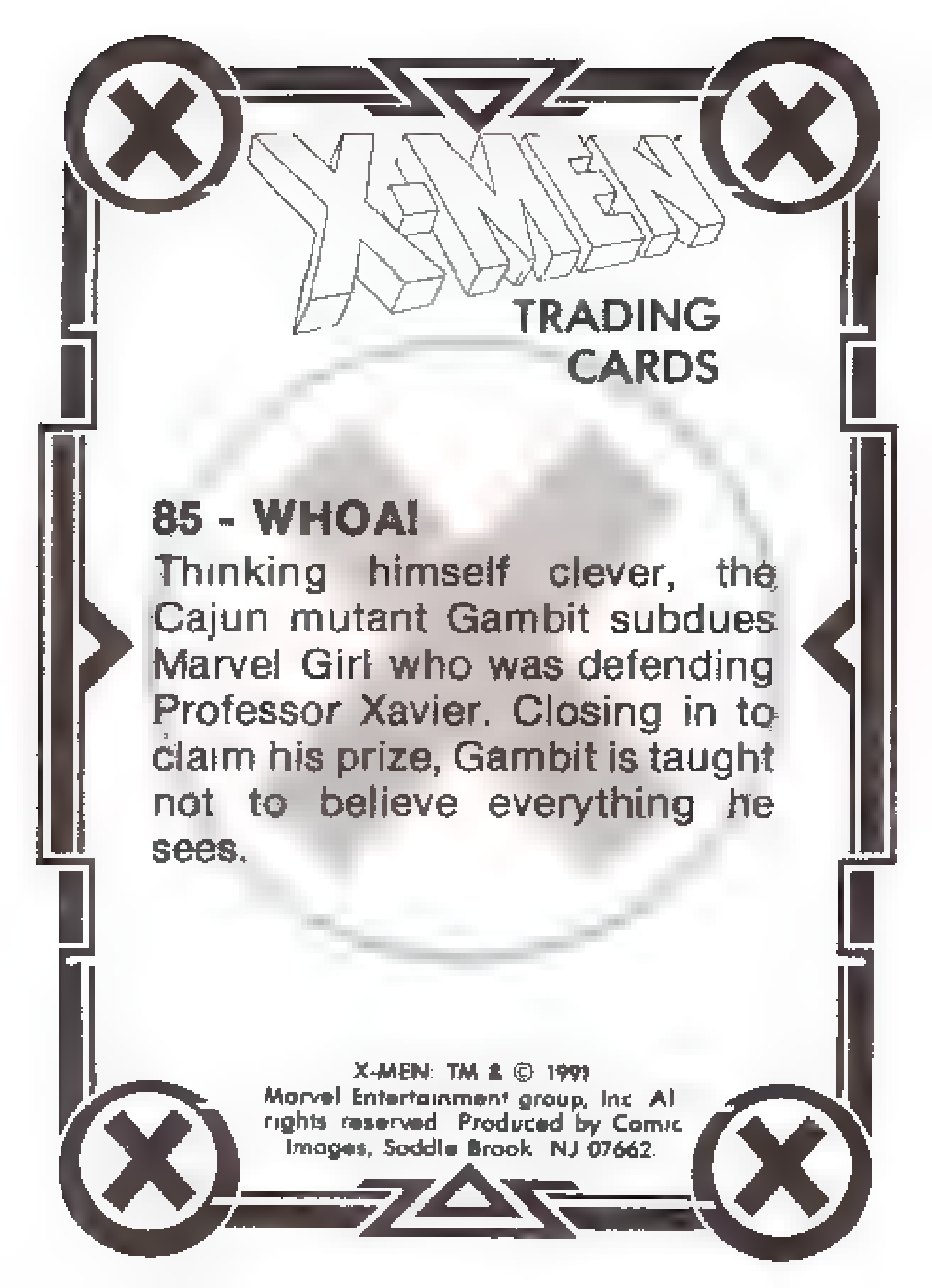
X-MEN
TRADING CARDS
85 - WHOA!
Thinking himself clever, the Cajun mutant Gambit subdues Marvel Girl who was defending Professor Xavier. Closing in to claim his prize, Gambit is taught not to believe everything he sees.
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TRADING CARDS

86 - WATCH IT

The danger room, where the students of Xavier hone their powers with Shi'ar technology, including sophisticated holographic projectors and highly advanced robots. The mutants' abilities are not the only things that are tested... sometimes it's the tempers of a southern belle and an over confident Cajun.

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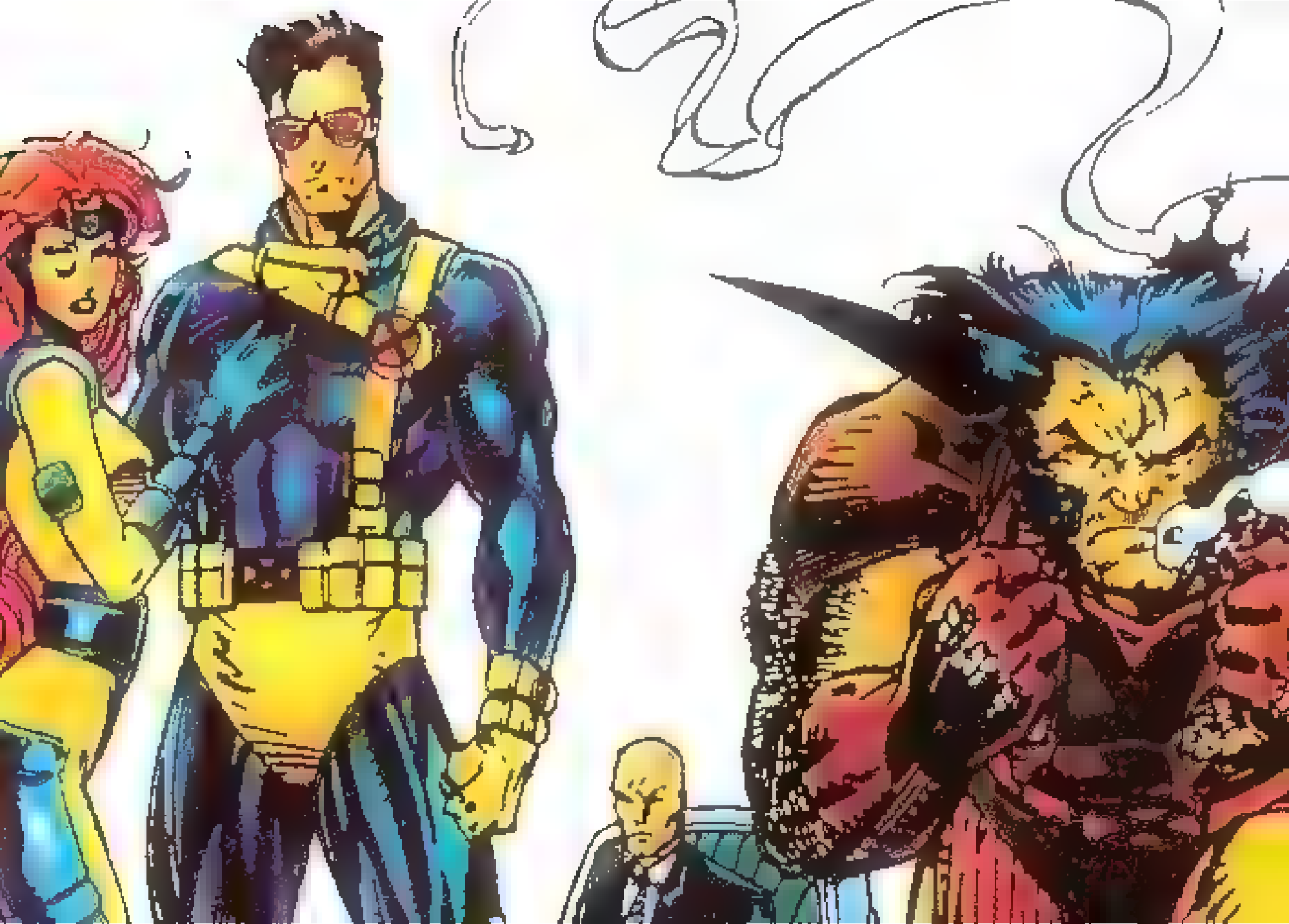

TRADING CARDS

87 - ON THE MOVE

Wolverine once described the X-Men as "good people, idealists, dreamers - forever looking for the best in others. With them, killing is a last resort. With me it's second nature. I take the world as it is, an' give better than I get. Come at me with a sword, I'll meet you with a sword. You want mercy. Show a little first."

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TRADING CARDS

88 - HOMOSUPERIORS

Magneto finally gave up his dream of being a good guy like Professor X, after killing Zaladane in the Savage Land. To save and protect the mutants of the world, the master of magnetism feels that a kinder, gentler Magneto cannot save them. Magneto rebuilds Asteroid M and proceeds to hold the world hostage with a stolen nuclear arsenal.

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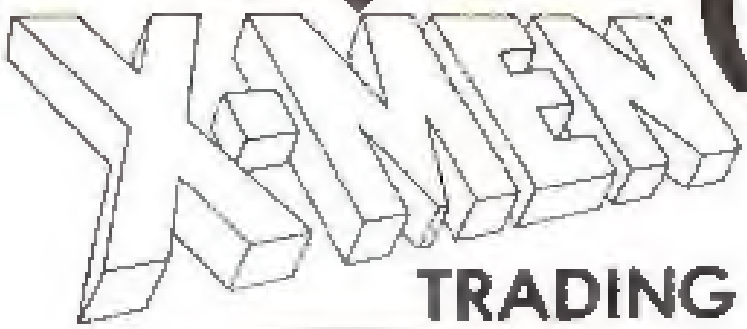

TRADING CARDS

89 - OMEGA RED

The new villian, Omega Red will be a major antagonist for the X-Men. He is an experimental Russian super-soldier who has been kept on ice for fifty years. His powers slowly drain people's lives away. Omega Red becomes the pawn of the Hand's Lord Matuso.

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X-MEN

TRADING CARDS

- ☐ 1 - THE X-MEN
- ☐ 2 - THE REAVERS
- ☐ 3 - THE MANDARIN
- ☐ 4 - BETSY
- ☐ 5 - SLAYMASTER
- ☐ 6 - LADY MANDARIN
- ☐ 7 - PATCH
- ☐ 8 - ACCOMMODATION
- ☐ 9 - THE BEAST
- ☐ 10 - GAMES
- ☐ 11 - MY TURN
- ☐ 12 - #1 FAN
- ☐ 13 - HARRIERS
- ☐ 14 - MAGISTRATES
- ☐ 15 - LIAN
- ☐ 16 - STORM
- ☐ 17 - GAMBIT
- ☐ 18 - NANNY
- ☐ 19 - ORPHANMAKER
- ☐ 20 - PARTNERS
- ☐ 21 - TOGETHER AGAIN
- ☐ 22 - CAPTAIN AMERICA
- ☐ 23 - FRIEND
- ☐ 24 - MY TURF
- ☐ 25 - BLACK WIDOW
- ☐ 26 - TO THE RESCUE
- ☐ 27 - CONFLICT
- ☐ 28 - CYBORGS
- ☐ 29 - MS. MARVEL
- ☐ 30 - SAVAGE LAND
- ☐ 31 - SHADOW KING
- ☐ 32 - DRAINED
- ☐ 33 - MAGNETO
- ☐ 34 - FIRST STRIKE
- ☐ 35 - DANGER ROOM
- ☐ 36 - OUR TURN
- ☐ 37 - PATHFINDERS
- ☐ 38 - STRIKEFORCE
- ☐ 39 - FLIGHT
- ☐ 40 - POWERLESS

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90 - CHECKLIST

- ☐ 41 - WARLOCK
- ☐ 42 - TAKE 'EM OUT
- ☐ 43 - PSYLOCKE
- ☐ 44 - CAMERON
- ☐ 45 - HAVOK
- ☐ 46 - MUTATE #20
- ☐ 47 - ON TRIAL
- ☐ 48 - HODGE
- ☐ 49 - CABLE
- ☐ 50 - MATCH
- ☐ 51 - RESTORED
- ☐ 52 - FINAL STRIKE
- ☐ 53 - WHAT'S NEXT?
- ☐ 54 - ALLIES
- ☐ 55 - ASSAULT
- ☐ 56 - ZALADANE
- ☐ 57 - TELEPORTED
- ☐ 58 - DEATHBIRD
- ☐ 59 - STARJAMMERS
- ☐ 60 - IMPERIAL FLEET
- ☐ 61 - MANACLE
- ☐ 62 - FAIR GAME
- ☐ 63 - LILANDRA
- ☐ 64 - CONQUERED
- ☐ 65 - REJOINED
- ☐ 66 - AIRBORNE
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- ☐ 89 - OMEGA RED
- ☐ 90 - CHECKLIST

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